
GORDON
CADDIE
GUIDE

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THE GORDON CADDIE GUIDE



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Shawnee Country Club
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FOREWORD

In preparing this book of instructions the writer has endeavored to make it as complete as possible, placing therein all available information that would be helpful in training you to be an excellent caddie. Whether you are a novice at caddie service or experienced, the writer feels certain that constant study of the contents will be of much benefit to you.

Bear in mind the old adage "If a thing is worth doing at all, it is worth doing well", so make it a point to always do your very best. Form the habit of giving more service than is expected of you and also try to do your work better than the other fellow. Such a habit, formed now, will later on, win you promotion and success when you get into business life.

The writer feels deeply grateful to Mr. John S. Sweeney, President and Mr. James I. Inglis, Chairman of Caddie Affairs of the Detroit District Golf Association; Mr. Dave Robertson, Professional, Country Club of Detroit; Mr. Ralston Goss, Golf Editor, Detroit Free

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C. A. G.



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Dedicated to
MR. DAVID S. CARTER
Chairman of Caddie Affairs
Country Club of Detroit

Whose whole-hearted interest in boys, engaged as caddies, has resulted not only in a marked improvement in their service, but has proven conclusively that caddies are quick to respond to attentions which are for their material benefit.

ARE YOU IN STEP WITH THE TIMES?

A caddie is the person who watches the player's ball, who marks its location and direction accurately and who is always up to the ball before the player; who is able to advise the player, if called upon, by reason of the fact that he plays the game; who is thoroughly interested in his player's game and who strives to assist the player by being absolutely quiet while the player is making a shot; who is willing and courteous and conducts himself in a manner befitting the company of the person he has the privilege to caddie for; who acts as caretaker for the players' clubs during the round and as such, handles the clubs carefully; who is always neat and clean; who accepts the position of caddie as a stepping-stone to greater possibilities in life and who makes of caddie service an opportunity to better himself from a moral, mental, social and physical standpoint.

CHAPTER I

HISTORY AND PROGRESS OF THE GAME

Origin of the Game of Golf

The game of golf has always been considered a Scottish game and no doubt rightly so. Historical writers have little or no information in regard to the game previous to the 15th century. One writer surmises that shepherds tending to their flocks in prehistoric times were the originators. Their staffs or crooks reversed would serve as clubs and small round stones in the fields might have served as golf-balls.

It is quite a natural thing that a person with a club in hand should strike an object such as a stone. Two shepherds on meeting might compete with one another. Their stones at times might have dropped into a rabbit hole and by deepening same they no doubt played short strokes or putts. As their sheep strayed away, the idea probably dawned on them that if they made a series of holes, they could tend their flocks and play also.

As the holes were quite far apart it

Silence is Golden.

was necessary to mark the holes which was done by putting a tag of wool on the end of a stick. This method of marking the hole was still in use on some courses, only a few years back.

That shepherds were the originators seems logical but however it is not authentic.

The word golf has been traced to the Teutonic term Kolbe meaning club and from that the Dutch word Kolf. If this tracing is correct it would appear that the game of Golf was the game of club.

Probably the first official mention of Golf is in the Statutes of Scotland of the year 1457, which state that the game of Golf must be abolished and the national pastime of Archery be indulged in. In those days the bow and arrow were the common weapons of war. With the people neglecting their Archery it is very easy to realize that their negligence might have had results.

At the time of James the II, Golf was a general amusement in Scotland. The game was introduced to Northern parts of Britain about the 15th century. The game was mentioned in several later statutes which had for their object

From trivial things great contests oft arise.

the abolishment of the game. However, with the invention of gun powder, the bow and arrow were displaced as military weapons and the statutes were not enforced. It was the favorite pastime of nobility and gentry at that time in all parts of Scotland.

King Charles I, James II, Mary Queen of Scots, King William IV, Dr. Johnson, David Garrick, the Earl of Montrose were all ardent golfers.

The first mention that is found of caddies is related in Clark's Historical Account of the Game. Andrew Dickson, a golf club maker, had in his youth carried the clubs for the Duke of York (afterwards James II) and would run before him and announce where the ball fell.

History narrates a competition between the Duke of York, his partner John Patersone and two English noblemen. In those days rivalry between Scotland and England was very keen especially in the various sports. The best player in Scotland at that time was a poor cobbler named Patersone. The Duke of York secured this man for his partner and the game was played.

His heart cannot be pure whose tongue is not clean.

The Duke and the cobbler were completely victorious. An equal share of the stakes was given to the cobbler with which he built a comfortable cottage at Canongate. The Duke placed a tablet on the wall of the building bearing the coat-of-arms of the Patersone family.

The links of Leith were the scene of most of the important golf events of the olden times.

James the VI in 1618 placed a high tariff on the imported golf balls which came from Holland, in order to protect the Scotch manufacturers. The golf balls in the early days were made of hard pressed feathers with a leather covering, larger than the present ball.

Some of the older and most popular of the Scotch courses are St. Andrews, Prestwick, Honorable Company of Edinburgh Golfers, Bruntsfield, North Berwick, Carnoustie, Trow, Montrose and Elie.

The game in England has been popular only since about 1865. Blackheath was founded in 1608. However the game was played there very little in the early days. Today in England golf has

Not to break is better than to mend.

literally spread itself over the entire country. Some of their oldest and most important clubs are Westward Ho, Holylake, Sandwich, Great Yarmouth, Lancaster, Wimblidon, Tooting Bee and Blackheath.

The game was first played in Ireland at the Kinnegar course. Other important Irish courses are Portrush, Newcastle, Holywood and Dollymount.

France has several golf courses, the most important are Biarritz and Pau.

The first golf club to organize in the United States was the St. Andrews Club of Yonkers 1888. Shennecock Hills was founded soon after in 1890. The game in this country has shown more marked advance than in any other country. There are today over 2,000 golf courses in the United States.

Important Events in the Progress of the Game

The Gutta-percha ball was substituted for the "featheries" in 1848.

The open championship (British Isles) established in 1860, Willie Park, Sr., winner.

The amateur championship (British

Unto the pure all things are pure.

Isles) established in 1886, H. G. Hutchinson, winner.

The ladies' championship (British Isles) established in 1893.

The American open and amateur championships established in 1895.

The present style of rubber cored ball was first experimented on by Colburn Haskell in the United States in 1898.

The Western Golf Association was founded in Chicago, 1899.

In 1902 the rubber-cored ball was introduced in Great Britain.

First amateur international match was played in 1902.

First professional international match was played in 1903.

The House of Lords (England) refused a patent for the rubber cored ball in 1907.

New code of rules was adopted in 1908.

Important changes in stymie and out of bounds rules 1920.

It is suggested that you secure from your public library books that are devoted to the history of the game. They are exceedingly interesting and will be profitable reading.

Crown every passing day with some good action daily.

Golf in America by James P. Lee.

Golf—A Royal and Ancient Game by Robert Clark.

Questions

1. From what word is the present term Golf derived from?
2. In what year was Golf first officially mentioned?
3. Explain why Golf was mentioned in the Statutes of Scotland?
4. Tell about the first mention that is made of caddies?
5. Explain how James VI protected the Scotch manufacturer of golf balls?
6. Explain the construction of golf balls of that period?
7. When was the Gutta-Percha ball first used?
8. When was the present rubber-cored ball first used in the United States?
9. In what year was the new code of rules adopted?
10. Name some of the important clubs in Scotland, England, Ireland, France and the two oldest clubs in the United States?

Hustle is in the head, not the feet.

CHAPTER II

WATCHING THE BALL

Your first and foremost duty is to **watch your players ball**. This is the principal reason why you are engaged. Study this chapter thoroughly, learn how to **mark the ball** and then apply what you have learned.

As your player steps to the tee to address the ball, take your position **directly opposite to him**, just off the tee, have your bag on your shoulder. **Fasten your eye on the ball** as it rests on the tee. **Strict attention**. Do not allow the backward swing of the club to deflect your sight.

As the ball rises from the strike of the club head, **keep your eye on it**, watch it rise and then as it comes down, **observe closely**. There may be times when you may not be able to observe exactly where it lands by reason of its falling in a gulley lower than your line of vision, however, watch it until it comes down to the line of the earth.

Now for your markings, **observe that particular spot** where you saw the ball land, **note every detail about it**, shaded grass, cluster of weeds, stump, tree, in

Be on the job, always.

fact anything that will not be moved before you get there. This is called **Location**, the **exact spot** where the ball landed.

When that spot is clearly fixed in your mind, let your eyes follow out the line further. You will soon observe some object which will be in direct line, such as a tree, fence post, corner of a house, chimney, flag-pole, in fact any fixed object even though it be several hundred yards away from where you stand as long as it is in **direct line**. This is called **Direction**. Caddies are not usually trained by this latter help. After you have applied it you no doubt will agree that it is mighty helpful.

When all the players in your party have driven off **then follow your line**. In case of a badly hooked or sliced ball into the rough, it is well to **go after the ball immediately** after it has been hit. If the players choose to go down the fairway together, that is no concern of yours. Your job is to **watch that ball** to mark it and then to find it. If you go after it in a business like fashion you'll have the player trailing after you.

If there is any special feature a golfer

Always replace the turf.

admires in his caddie, it is an **eagle eye**. Such a caddie makes golfing a pleasure with any other type of caddie, Golf is merely an exercising of the different faculties including the tongue, which you perhaps have reason to know. When you get to the exact spot, that is, according to your marking, here is where you will find Direction helpful.

Glance back to the tee or place where you stood when the ball was driven and then glance ahead to the object you marked for Direction. If you are not in direct line, shift yourself to either side whichever it may be. If you cannot see the ball then slip the bag from your shoulder and **lay it on that spot.** Have the **heads of the clubs face the Direction** and the **bottom of the bag face the point from which you started.** Then **circle the bag,** that is, walk around the bag in a circle taking a wider circle each time around, making sure that you **cover every inch of the ground.**

If the ball still persists in hiding from you then ask yourself these questions, was it a ball driven high that would land at a dead stop or was it a low ball that might run several yards?

A chain is no stronger than its weakest link.

Is the grass matty or is it loose? If matty or crab grass, the ball may be just underneath some tuft; if loose grass you can allow for a roll. Are there any ground mole holes right there? It may have dropped in one of them. Are there any rocks or stones or hard surface which might deflect the ball if it struck them?

The rules allow a five minute search for a ball but usually the golfer is disgusted after two minutes. You see that means, you must do the things mentioned very quickly.

As stated before, if the ball is badly hooked or sliced into the rough where you know you are going to have trouble finding it, it is well to go right after it before the other players drive off. Doing this while the location is fresh on your mind will be very helpful and also it will give you more time to look for the ball.

Questions

1. Define the word caddie?
2. What is your first and foremost duty?
3. Explain Location?
4. Explain Direction?

He who is best educated is most useful.

5. Should you at any time go after your player's ball before the other players drive off?
6. Explain how to mark a ball accurately?
7. When you have difficulty in finding the ball, what questions should you ask yourself?
8. How long do the rules allow a person to search for a lost ball?
9. What is meant by circling the bag?
10. What is an eagle-eyed caddie?

In order to find the ball you must mark it carefully.
Location and Direction.



TODAY

Sure, this world is full of trouble—

I ain't said it ain't.

Lord! I've had enough an' double

Reason for complaint.

Rain an' storm have come to fret me,

Skies were often gray;

Thorns an' brambles have beset me,

On the road—but, say,

Ain't it fine today!

What's the use of always weepin',

Makin' trouble last?

What's the use of always keepin'

Thinkin' of the past?

Each must have his tribulation.

Water with his wine,

Life, it ain't no celebration.

Trouble? I've had mine—

But today is fine.

It's today that I am livin',

Not a month ago,

Havin', losin', takin', givin',

As time wills it so.

Yesterday a cloud of sorrow

Fell across the way;

It may rain again tomorrow,

It may rain—but say,

Ain't it fine today!

—Douglas Malloch.

CHAPTER III NAMES OF CLUBS, TYPES AND USES

Driver; plain wood head; long shaft; tee shots, long distance.

Driver; Ivory faced; long shaft; tee shots, long distance.

Driver; fibre faced; tee shots, long distance.

Brassie; similar to Driver, face more lofted, brass plate on sole, long shaft; 2nd shot, Fairway. Long Distance.

Baffle; similar to Brassie, has more loft; Cuppy or hanging lies, semi-rough grass.

Spoon; smaller head than Baffle, same loft; cuppy or hanging lies, semi-rough grass.

Wooden Cleek; similar to Spoon; for good lies on fairways or tee shots.

Cleek; all iron head, narrow face, straight face, long shaft; for distance on fairway.

Driving Iron; all iron head, face practically straight; long distance on fairway, fair lies.

Mid-Iron; more loft than Driving Iron, less weight, medium shaft; 3rd shots, running up approach.

Be neat and tidy always.

Mashie Iron; slightly more lofted; 3rd shots, running up approach.

Jigger; more loft than Mashie Iron, narrow face; general approach shots, high ball with little roll.

Mid-Mashie; same loft as Jigger, deeper face; for approaching.

Mashie; slightly more lofted than Mid-Mashie, same face; approach shots, fair lies in sandpits, bunkers, semi-rough.

Back Spin Mashie, Dead Stop Mashie; same as Mashie, has corrugated (heavy ribbed) face which tends to spin the ball backwards; general approach shots, practically dead stop, no roll.

Mashie-Niblic; more loft than Mashie, larger face with rounded top; bunkers, sand traps, rough grass, poor lies.

Niblic; more loft than Mashie Niblic, very deep face; for the worst lies, tall grass, depressions.

Putting Cleek; all metal head, straight face, short shaft; for putting on close cut fairway near greens.

Putter; straight face, short shaft, mallet head (wood or metal) and regular

To make a sacrifice is a very worthy thing to do.

iron head; for putting greens.

There are various trade names applied to clubs such as Crow-Flight clubs, Dreadnaught Drivers, Schenectady Putters, etc. The main difference between these clubs and the regular models is their shape or face markings. However, the ball is struck by the face of a club and you can readily determine by the loft of the face as to its purpose.

Special Advantages to Golf Balls in Weights and Sizes

Large Size—

Light Weight: For moderate hitters; soft turf conditions; water holes.

Medium Weight: For accurate flight. Usually floater.

Heavy Weight: Usually a high powered ball, for long carry.

Medium Size—

Light Weight: For women and light hitters; generally for water holes and the accurate "holding" of greens or short holes.

Medium Weight: For those who desire to combine the advantages of extreme sizes and extreme weights.

Heavy Weight: For long distance use in wind, fairly hard turf conditions

Every cloud has a silvery lining.

and for the player who wishes to combine the advantages of both extremes in sizes; for use when playing against wind.

Small Size—

Light Weight: For a quick response to a lighter blow:

Medium Weight: For the average distance player; good in wind and almost any turf.

Heavy Weight: For extreme distance in carry and roll and for long players particularly; excellent in heavy wind and on smooth hard courses.

Questions

1. Name the different kinds of Drivers?
2. Name the wooden clubs?
3. Name the iron clubs?
4. When should the Brassie be used?
5. Explain the difference between Cleek and Driving Iron?
6. What club should be used for a running-up approach?
7. What is the Mashie used for?
8. Explain the purpose of a back-spin mashie?
9. When should the Niblic be used?
10. In what way are all putters similar?

CHAPTER IV ABILITY

Thorough Knowledge of the Game

Your ability as a caddie means the knowledge you possess of the job that you are attempting to perform.

Careful Study of the Rules

You should make a very thorough study of Chapter 9 which gives you the Rules of Golf. It is very essential that you should first know the rules of the game and the conditions which govern its play. You will be able to learn and apply your own special duties as a caddie much easier when you are familiar with the game. You will then thoroughly understand why you must perform your duties according to rules.

You would hardly expect a carpenter to be able to build a house simply because he can drive a nail straight. The same principle applies to caddie service. The fact that you can carry a bag has little bearing as to whether you can give good caddie service.

Knowledge of the Course

You should know your course thoroughly. The location of sand traps, bunkers, rough grass, gulleys, elbow

Make sure you're right then go ahead.

holes and any peculiar features of the course; such knowledge on your part might be helpful to the golfer, provided you inform him on time. You should have a mental picture of the course in your mind. This is very easy to acquire. Simply **observe and note every peculiar feature** of the course.

Know the Names of the Clubs and Their Uses

Knowledge of the **names of clubs, their type and uses** is also very **essential** to a first class caddie. You should **know by heart** the chapter devoted to clubs and their uses. The carpenter must know all the tools necessary in his trade, so you also must know all the clubs in your bag.

Golf Balls—Different Makes

It is well to know the **different makes of golf balls**, their weights, light, medium or heavy. You should be able to **classify the balls as sinkers or floaters**. How many times have you seen the golfer fumble around the balls in the bag in search of a floater and then turn to you and ask you which ball will float?

When you are out with a good player

An ounce of loyalty is worth a pound of cleverness.

ask him why he uses a certain kind of a ball. He has a reason and he will gladly tell you. A heavy ball for a hard hitter and so on. It is important that you should **know the different golf balls** in order to give superior service.

Read Golf Notes

You should always read the golf notes on the sporting page of the newspaper. Doing so will broaden your mind. You will become familiar with the names of the best players, their scores and contests. Should you get hold of a book on golf, read it from cover to cover and then tell your fellow caddies about what you have read.

An athletic catalog, plenty of them are lying about the golf shop, which have several pages devoted to golf equipment. Read them, you will find added information. Golf magazines are gold mines for golf information of all sorts even the advertisements will increase your knowledge.

Play the Game

A trainer for a prize fighter must know how to fight, a caretaker for a race horse must know how to ride, so you also in order to **best look after the**

He who knows most says least.

interests of your player, **you must know how to play the game.** This one thing alone **does more to improve** a caddie's service than anything else. It **builds up** an interest in the game. You realize what the golfer is up against in order to get a good score. You are able to **sympathize or encourage** his playing instead of ridiculing him.

If your club does not have a caddie course, then get some of your pals together, find a vacant field, get a few tin cans for holes, ask the green keeper to loan you an old mower and with little effort you can prepare a six hole course that will answer your purpose for practice. Bunkers and sand pits for your needs are easily built. As for a club, if your player has an old club in his locker that he never uses, ask him for it politely. If he refuses, you haven't lost anything, so ask another player.

Practical Application of Instruction

As stated before, your first and most **essential duty** is watching the ball. The chapter devoted to that subject should be thoroughly mastered. Too much emphasis cannot be laid on this most important duty. It is the **principal**

In prosperity caution, in adversity patience.

reason why you are employed as caddie, so train yourself to become an eagle-eyed caddie.

Remember always, that the ball while it is in play should not be touched in any manner by the caddie except at the request of your player.

Carrying the Bag

The bag may be carried on either shoulder, preferably the right, although if the bag is heavy it is well to shift from either shoulder during the course of a round. Do not allow the clubs to rattle; it is exceedingly annoying to the golfer and injurious to the club heads. Your hand placed flat on club-heads will prevent this rattling.

Unless you are a very small boy or your bag is exceedingly heavy, it is well to keep your bag on your shoulder all during the course of a round, excepting when you are at the flag; the bag should then be laid just off the green, never on the green. And be careful that the bag is so placed that it is not in any player's line of play or line of vision.

The caddie who won the gold service medal last season also made the most money.

Position At the Tee and on the Fairway

Your position while the player is on the tee is **directly opposite** to him, **just off the tee**. You should face slightly **toward the line of play**. Hold your position in **absolute quiet** until all the players have driven off, then **go after your ball**. Stand by your player's ball until he gets there and after he has chosen his club take your position **ten feet directly opposite**. This is your position on any part of the fairway.

If the ball is in the rough, it is well to take that position in which you can **best observe the flight of the ball**, being careful **not to be within ten feet of the player**. If the player's ball goes into a sandpit, take your position well away from the player, **outside the sandpit**. You are **never to go into a sandpit**. After the player leaves the sandpit, reach in with a club and brush over his footprints.

Position At the Green

At the green if your player's ball is on the green first or nearest the green it is **your turn** to take the flag. Stand **not nearer than twelve inches** of the

Sloth is the mother of poverty.

hole on that side that will cast your shadow away from the hole. Have the staff loose so that it will slip out readily. If there is a flag, grip the staff where the flag is and prevent it from fluttering. Face the player who is putting. If his putt is coming direct for the hole, remove the staff when the ball gets within three feet of the hole.

Never allow the ball to touch the staff or you. Such carelessness on your part would cost the player the loss of the hole in match play and two strokes in medal play. If the player farthest away is nearer than fifteen feet, it usually is not necessary to stand at the hole, so remove the staff and take that position on the edge of the green where your shadow will be behind you.

After all the players have putted down, you should replace the staff very carefully so that you will not mar the hole, after which get your bag and go to the next tee. If it is not your turn at the flag and the proper caddie is there, then you and all other caddies while the players are putting should stand off the green in absolute quiet. Putting is the most critical part of the

Better to go to bed supperless than to rise in debt.

play and the golfer requires **absolute quiet**.

Golfer's Line of Play

Never walk across a golfer's line of play. Outside of the annoyance caused to the golfer it is **exceedingly dangerous** on your part. On the putting green you should be **very careful** as your **footprints** are liable to **cause a depression** making it impossible for the golfer to putt over accurately.

Replacing Turf

If ever a person wanted to know the quality of the caddies at any particular club without seeing the caddies, he would simply have to walk out on the course for a hole or two and glance at the turf for bare spots caused by caddies not replacing divots. The replacing of a piece of turf takes but a moment, **simply picking it up, replacing it and stamping on it**. Most golfers are particular about this but whether the golfer is or not, make it **your duty to always replace the turf** thereby doing your bit in keeping the course in condition.

See a pin and let it lie, you'll want a pin before you die.

Golf Balls Found on the Course

Golf balls found on the course while you are caddying should be **turned over to your player**. If your caddie master gives you permission to go out on the course to search for golf balls, these should be turned over to the caddie master or golf-professional who will pay you for them.

You are **not allowed** to take golf balls away from your course **except with permission** from the authorized person to give such permission. Taking golf balls from the course is a misdemeanor and is **punishable by law**. Avoid such serious difficulties by disposing of the balls in the proper manner.

Questions

1. Is it necessary for a caddie to know the important rules of Golf?
2. What should a caddie know about the Golf course?
3. Name six different makes of golf balls?
4. Name two sinkers?
5. What should be done with golf balls found on the course?
6. Should a caddie play golf and why?

Now is now here but tomorrow's nowhere.

7. What must be done with divots that are torn up by the Golfer?
8. Where do you stand when the player is on the tee? On the fairway? In the rough? On the green?
9. Explain how you stand at the pin?
10. What is the penalty if the ball strikes the caddie who is at the flag?

The path of duty looks harder than it is.
The path of pleasure is harder than it looks.



CHAPTER V

INTEREST

Attention To Your Duty

Interest means the way in which you apply yourself to your player's game. You have already been warned of the importance of watching the ball. Always bear in mind that the loss of a ball costs your player the hole in match play and two strokes in medal play. So you see, if you are interested you will never allow the ball to get away from you.

Absolute Quiet While Players Are Making a Shot

It is a peculiar thing about golf that the slightest noise will cause the player to spoil his shot. You should be anxious to have your man play a good game, then assist him by being quiet and attentive.

Eliminate Gossiping and Petty Annoyances

Caddies constantly chatting on the course, is not giving the golfer a square deal. You have plenty of time to talk in going from the Green to the Tee, so avoid this gossiping while the ball is in play. Petty annoyances of all

Always be up to the ball before the player.

kinds such as rattling of clubs, shifting about, restlessness, twitching, these **must all be avoided** if you want the golfer to feel that you are interested.

Be Up To Your Ball Before the Player

You should always be up to your ball before your player. Never have the golfer wait for you. When the golfer arrives at the place where the ball is, he glances at the lie, and almost instantly he knows the club that will give him the desired results and if he uses that club without delay, the chances are, he will be successful

On the other hand, if he has to wait for a lagging caddie to get up to him, the **delay oftentimes annoys him**, so that he cannot put his best efforts in the stroke. Put yourself in the golfer's place, see how you would like to have a caddie who was always lagging behind. You wouldn't like it and you would probably let the caddie know your thoughts.

Often times the golfer **restrains himself** by not scolding you because he is **interested in you** and would rather have his relations with you pleasant. **Don't impose on a golfer's good nature,**

Live within your means.

so make it a point to **always be up to your ball before your player.**

Be At the Flag

When your ball is on the green first, hand your player his putter and as you near the green, **snap up to the flag.** There is no reason for delay, yet how many times have you seen the players waiting for a caddie to get up to the flag. **Avoid all such delay;** if the caddie who should be at the flag is not there, **go to it yourself.** He will do as much for you. That's **team work** and it is the kind of action that is going to **interest the members in your caddie organization.**

Never Cross a Golfer's Line of Play

You have been warned in the previous chapter about the **danger** of crossing a golfer's **line of play.** Allow the player to make his shot and then cross.

Proper Club

When you are familiar with the clubs your Player uses on different lies, it is well to pick out the club and hand it to him, grip first, **only when you are familiar with his playing.** Some golfers appreciate this "selecting club" service, others do not. **So avoid doing things**

Put your shoulder to the wheel.

that will displease the golfer even though you may have the best of intentions.

Never Swing Your Player's Clubs

Your player's clubs are his own personal property. Some of his clubs are favorites which he would not part with for any amount of money. Yet you have seen caddies take clubs out of the player's bag and swing them. Whether it is a desire to show off their ability or just plain stupidity it is hard to say.

You wouldn't think of jumping into your player's car and driving around with it, yet the car might not be any worse off than the club you swing. **Avoid swinging your player's clubs.** You are the caretaker for that bag of clubs that you carry, so look after them and handle them only when the player wants them.

Keep Score

You can often times be of much assistance to your player by keeping score. You should always carry a score card and pencil in your guide. Some players' minds are diverted to other things and your keeping tabs on their score might be very helpful. You should

Little and often, fills the purse.

always keep in mind the number of strokes your player has taken. You are the one he will ask, so be ready with a decisive answer and not have to stop and think and then make a guess. Keeping the golfer informed in this manner is often times very helpful.

Encourage the Player

It is well to encourage the player in every way possible. An encouraging word has saved more than one match. Try and have him forget his poor shots and if he is talkative with you, mention the fact that there are good shots left in the bag and even if he goes to pieces on a hole, have him know that the next hole is a new life.

His Game, Your Game

Remember always that the Player's game is your game. That you are going to sink or swim with him, so be helpful in every way possible.

Advise, If Called Upon

Be ready with advice if the player asks for it as to bunkers, sand traps, rough grass, direction of wind, greens slow or fast. You should have this information at the tip of your tongue. If he asks your advice about which club

Cheap is dear in the long run.

to use, don't simply make a guess, **study the lie** and the **distance wanted** and then tell him the club that you think he could use to the best advantage.

Clean Ball At Every Tee

The very first thing that you should do when you meet your player is to ask him for the ball so that you may wash it. You will create a good impression at the very start. **Brighten it up at every tee.** You will find that the golfer will appreciate this **interest on your part** and incidentally when it is in the rough it is far **easier to find when it is clean.**

Know Your Player

You should remember your player's name when the caddie master gives you the bag and when you have occasion to speak to him during the round you should address him by name. **Study your player.** You have a **wonderful opportunity to study human nature** on the golf course. No two players are alike. On the first few holes notice your **player's peculiarities, his whims or fancies** and when you know how he wants his

To err is human, to forgive divine.

caddie to act, cater to him and you will be giving real service.

Questions

1. Define interest?
2. Why should you be quiet while the player is making a shot?
3. How can you avoid the rattling of clubs?
4. Should you cross a golfer's line of play?
5. When should you pick out clubs for the player?
6. Should you swing your player's clubs?
7. When should you offer advice to the player?
8. How often should you clean the player's ball?
9. Should you know your player's name?
10. How will you know the best way to serve your player?

When your temper overcomes your real self, count from 1 to 10.



CHAPTER VI

BEHAVIOR

Courtesy

This chapter deals with your actions other than your specific duties. It is very important that you **should conduct yourself in a gentlemanly manner.** The golfers you caddie for are the big business men of your community. During their business hours some people find it extremely difficult to get even a few minutes of their time. Yet on the golf course you have an opportunity to mingle in their company for the full course of a round.

You have probably never looked on caddie service in just this light, but it is a good point and perhaps in later years you may regret your actions as a caddie, in lamenting over lost opportunities. **Every time** that you get a chance to go out, **accept it as an opportunity and make the most of it.**

Your actions may impress the golfer, which may cause him to assist and perhaps direct the moulding of your career. This has been done in cases too numerous to mention. The pay that you receive is trifling in comparison to

Anger and haste hinder good counsel.

the opportunity. If you **keep this fact in mind** always you are bound to give better service.

Keep Off Player's Bench

How many times have you noticed, especially with foursomes, the players on arriving at the tee find their bench filled up with caddies. This is certainly **extremely disrespectful** on your part and equally disgusting to the golfer.

Players First At Drinking Fountains

Always allow the players to use the drinking fountains first. **Common decency** should tell you that this is proper. Sometimes in your eagerness to be ready for your player, you rush ahead of the players to the fountain, your intentions are good but you are hardly excusable, even in such a case.

Washing the Ball

You have been informed in a previous chapter of the necessity of keeping the ball clean. The player will appreciate this courtesy on your part. It is a part of your duty and your player should not be forced to ask you to clean the ball. **Have a clean ball ready at every tee.**

Wise men learn by other men's mistakes; fools by their own.

Tee Up Ball If Necessary

If you are caddying for people who are old or infirm (and there are many who play the game) it should be **your duty** to assist them in every way possible. If **teeing up the ball** would be helpful, then **do it in a willing manner**. It is a simple act on your part, yet it might be an exertion for an infirm person.

Be Willing and Congenial

You should always be **willing and anxious** to give service. Many a new caddie has come in from a round with an excellent card and it was his **willing attitude** that earned that mark for him. **Willingness and a congenial spirit** may cover some of the failings you may have.

A **pleasant attitude** in a caddie is always **desirable**. Golfers as well as all other people like to have persons around them who are **cheerful and pleasant**. If you are in a grouchy mood in the morning, shake yourself loose from it before you go to the links. Because you may have some temporary ailment or worry, that is not excuse enough for you to cover the golf course with your gloom.

Punctuality is the soul of business.

Wear a smile always. Golf is intended as a pleasure as well as an exercise, so show the golfer by **your courtesy** and **your cheery disposition** that you are striving to have him get all the pleasure out of the game that is possible.

Assist Your Fellow-Caddie

The golf course is the finest place in the world to put into effect the golden rule. How many times when the ball was hit and your eyes were in another direction and you turned to another caddie and asked him if he had seen your ball, what a relief it was when he told you just where it went. Although you should not have had your eyes in another direction, still it was mighty nice of him to assist you, so do as much for him, if not more.

Help the other caddies when their ball is in the rough. They will appreciate your favor and they will be eager to do the same for you. Such **team work** will make an organization of your caddie group instead of just a collection of boys. **Be fair and honest** in your dealings, whether it be to golfer or fellow-caddie. A **square deal** always **merits your approval**; see that you **always give one**.

Actions Around Caddie-House

It is a peculiar thing that often times a caddie who is very polite and courteous on the golf course is equally coarse and badly behaved around the caddie quarters.

It may be that your caddie-house always was a breeding place for coarseness or it may be oversight on the part of the authorities but in either case you can hardly excuse yourself unless you try to improve it by **your language and actions**. Make your caddie room a **pleasant place** to spend your leisure time. Ask your caddie master to interest the members toward equipping the room properly. Have magazines and books, have a little lunch counter with a place to check. You must **show willingness** to keep such a room in **good condition**.

You can hardly expect the members to make pleasant quarters if you fail to appreciate same. Show the **proper interest** and use your energies toward **building up** instead of tearing down. Offer **constructive assistance** to your caddie-master; such action on your part is bound to repay you.

How oftentimes is silence the wisest of replies.

Keep Off Golf Course

You should always keep within your caddie bounds. Keep off the golf course except when you have permission. How many times do you know of caddies slipping away from the caddie-house and then when out of sight start playing on the course. These lads are **spoiling the chances of all the other caddies** from using the course for a caddies tournament.

Confine your golf to your caddies course and the caddie master will be able to secure the use of the regular course for your tournaments.

Politeness

It should hardly be necessary to say much about Politeness, yet after a person notices how careless some caddies are in this respect, it is necessary to call attention to it. **Politeness** is one thing that **cannot be overdone**. You never knew anybody to be too polite. You know all the proper words, Sir, Ma'am, Thank You, Beg Pardon, etc., then use them. Say them at every opportunity, bearing in mind always that you never can be too polite.

When caddying for ladies, you should

You never know what you can do until you try.

be exceedingly polite. Show to them the utmost courtesy and respect. When the members take up the subject of caddie welfare at your club, you will find that if the women of the organization are interested in the caddie service, there will be no limit to the members' generosity and they will become deeply interested in your affairs.

During the World War it was the women who kept up the morale in Army and Navy life. A dreary, monotonous existence was made pleasant by these true patriots who gave up their comforts and devoted their time to laboring in hospitals, canteens, camps and receiving stations and in the devastated areas as nurses, stretcher bearers and ambulance drivers. The very women at your club were engaged in this humane work during the war. Show your appreciation and tender to them the utmost respect and try to improve their golf-game in every possible way.

Handling the Clubs

Hand the clubs to the players properly. **Do not be careless or slovenly.** It is impolite to hand a club any other way but grip first. Show the **utmost**

Idleness is the root of all evil.

respect to your players and superiors. As was stated in the beginning of the chapter that the men you are caddying for are the big business men of your community. They **command your respect**, so don't force them to demand it. **Prove to him** at the very first tee that you are well brought up, that you **know how to be courteous and polite**, and that you are **going to display these qualities at every opportunity**.

Questions

1. What effect will good behavior have on your later life?
2. Should you use the Player's bench?
3. When should you use the drinking fountains?
4. Should you tee up the ball?
5. What benefit do you derive from being pleasant and congenial?
6. How should you treat your fellow caddie?
7. How should you act around the caddie-house?
8. Should you play on the regular course?
9. How polite must a caddie be?
10. Why should you be polite?

There are no gains without pains, then plough deep while lazy ones sleep.

CHAPTER VII

APPEARANCE

The **appearance** of the caddie is now being **recognized** more than ever before. This subject only a few years back was rarely, if ever, considered. At the present time some clubs **bear that marking** on the **caddie check** on which he is rated as a **part of his service** and this is rightly so when you consider the important part a person's appearance plays in later life.

It is only natural that an attempt should be made to have the caddie **form habits** that will tend to **keep him clean and tidy**. You may be a very capable caddie, you may be thoroughly interested in your player's game, your behavior may be excellent, all of these subjects, important as they are, will be lost sight of by the golfer if you are unclean and untidy. This does not mean that you should wear Sunday clothes, but simply that whatever clothes you do wear **have them clean**.

Have buttons sewed; keep your stockings pulled up; wear garters; have your trousers properly fastened at the knee. Torn clothing is **not excusable** at

Fools' names you see on benches and walls.

any time. Get a needle and thread and sew them yourself if necessary. It is an easy thing to do. Keep your shoes or sneakers in good condition. Wear comfortable, heavy rubber soled sneakers. It will save you from getting that tired feeling.

Have your underclothing clean.

Bathe at least once a week in hot water. You do not require a tubful; a bucketful will answer. Lather yourself well with soap and then use a sponge dipped in the hot water. This done weekly will keep your body in a healthy condition. Take a cold shower whenever possible.

Clean your teeth twice daily. You have that preached to you at home and at school, yet how many times do you slip up on this important duty. This habit **practiced regularly** will save you **hours of agony and many dollars** in later life.

Keep your hair trimmed whether it be done at home or at the barbers'. **Wash your hair at least once a week.** Keep it combed.

Breathe fresh air especially in your bedroom. Fresh air as well as sunshine

Water run by will not turn a mill.

kills the germs of contagious diseases. **Breathe through the nose** and not the mouth. **Breathe slowly and deeply.** Live as much as possible in the open air. Do not eat too much especially of meat. The best foods are milk, cheese, fruits, vegetables, bread and potatoes. **Avoid constipation.** **Move your bowels once a day.** Fruits, oils, butter will keep your bowels in good order.

Go to the gymnasium as often as possible. Indulge in all branches of athletics.

Hold yourself straight, standing, sitting or walking. Be strong and clean. Disease germs will be less liable to get hold of you.

Work hard but get plenty of rest and recreation. Get as much sleep as you need. If you play well you'll work well. **Be content and of good cheer.** Try to drive out of your mind thoughts which torment. They have a bad influence on your health. Have **good companions;** boys are often times judged by the company they keep.

Questions

1. What has a caddie's appearance got to do with his service at the links?

Be ever vigilant but never suspicious.

2. How often should you bathe?
3. Why should you clean your teeth twice daily?
4. How often should you wash your hair?
5. Should you keep your bedroom window open?
6. How should you breathe?
7. How can you avoid constipation?
8. What are the best foods for a growing boy?
9. Should you work hard?
10. Why should you have a clean mind and associate in good company?

Friendships multiply joys and divide griefs.
False friends are worse than open enemies.



CHAPTER VIII

STATISTICS

NATIONAL AMATEUR CHAMPIONS FIRST CHAMPIONSHIP

Prior to the Organization of the U. S. G. A.
Held at Newport (R. I.) Golf Club, September 3, 1894;
20 entries

W. G. Lawrence, Newport.....	47	46	49	46—188
C. B. Macdonald, Chicago.....	46	43	50	50—189
G. McC. Sargent, Essex County ..	52	49	51	49—201
Victor Sorchan, Newport.....	50	52	57	53—212
W. W. Watson, Montreal.....	54	50	59	51—214
H. C. Leeds, Boston.....	51	55	59	52—217
L. Curtis, Boston.....	60	52	57	52—221
James Wright.....	61	64	65	56—246

SECOND CHAMPIONSHIP

Held at the St. Andrews Golf Club, October 11, 12, 13, 1894; won
by L. B. Stoddart, St. Andrews, who defeated C. B. Mac-
donald, Chicago Club, Wheaton, 1 up.

UNDER UNITED STATES GOLF ASSOCIATION AUSPICES

Yr.	Winner and Runner-up	Score	Where Played
1895	C. B. Macdonald.....	12 and 11	Newport Golf Club, Newport, R. I.
1896	C. E. Sands.....		
1896	H J. Whigham.....	8 and 7	Shinnecock Hills G. C., Shinnecock Hills, L. I.
1897	J. G. Thorp.....		
1897	H. J. Whigham.....	8 and 6	Chicago Golf Club, Wheaton, Ill.
1898	W. R. Betts.....		
1898	Findlay S. Douglas.....	5 and 3	Morris County G. C., Morristown, N. J.
1899	W. B. Smith.....		
1899	Herbert M. Harriman ..	3 and 2	Onwentsia Club, Lake Forest, Ill.
1900	Findlay S. Douglas...		
1900	Walter J. Travis.....	2 up	Garden City Golf Club, Garden City, L.I., N.Y.
1901	Findlay S. Douglas...		
1901	Walter J. Travis.....	5 and 4	C. C. of Atlantic City, Atlantic City, N. J.
1902	Walter E. Egan.....		
1902	Louis N. James.....	4 and 2	Glenview Club, Golf, Ill.
1903	E. M. Byers.....		
1903	Walter J. Travis.....	5 and 4	Nassau C. C., Glen Cove, L. I., N. Y.
1904	E. M. Byers.....		
1904	H. Chandler Egan.....	8 and 6	Baltusrol Golf Club, Springfield, N. J.
1905	Fred Herreshoff.....		
1905	H. Chandler Egan.....	6 and 5	Chicago Golf Club, Wheaton, Ill.
1906	D. E. Sawyer.....		
1906	E. M. Byers.....	2 up	Englewood Golf Club, Englewood, N. J.
1907	George S. Lyon.....		
1907	Jerome D. Travers.....	6 and 5	Euclid Club, Cleveland, Ohio
1908	Archibald Graham...		
1908	Jerome D. Travers.....	8 and 7	Garden City Golf Club, Garden City, L.I., N.Y.
	Max H. Behr.....		

Yr.	Winner and Runner-up	Score	Where Played
1909	Robert A. Gardner H. Chandler Egan	4 and 2	Chicago Golf Club, Wheaton, Ill.
1910	William C. Fownes, Jr. Warren K. Wood	4 and 3	Country Club, Brookline, Mass.
1911	Harold H. Hilton Fred Herreshoff	1 up (37)	Apawamis Club, Rye, N. Y.
1912	Jerome D. Travers Charles Evans, Jr.	7 and 6	Chicago Golf Club, Wheaton, Ill.
1913	Jerome D. Travers John G. Anderson	5 and 4	Garden City Golf Club, Garden City, L.I., N.Y.
1914	Francis Ouimet Jerome D. Travers	6 and 5	Ekwanok C. C., Manchester, Vt.
1915	Robert A. Gardner John G. Anderson	5 and 4	Detroit C. C., Grosse Pointe Farms, Mich.
1916	Charles Evans, Jr. Robert A. Gardner	4 and 3	Merion Cricket Club, Haverford, Pa.
1917	-1918—Not held.		
1919	S. Davidson Herron R. T. Jones, Jr.	5 and 4	Oakmont Country Club, Oakmont, Pa.,
1920	Charles Evans, Jr. Francis Ouimet	7 and 6	Engineers Club, Roslyn, L. I.



Speak clearly if you speak at all.
Carve every word before you let it fall.

NATIONAL OPEN CHAMPIONS

Yr.	Winner and Runner-up	Score	Where Played
1894	Willie Dunn	2 up	St. Andrews Golf Club.,
	W. Campbell	1	Mt. Hope, N. Y.
1895	Horace Rawlins	173	Newport G. C.,
	Willie Dunn	175	Newport, R. I.
1896	James Foulis	152	Shinnecock Hills, G. C.,
	Horace Rawlins	155	Shinnecock Hills, L. I.
1897	Joe Lloyd	162	Chicago Golf Club,
	Willie Anderson	163	Wheaton, Ill.
1898	Fred Herd	328	Myopia Hunt Club,
	Aleck Smith	335	Hamilton, Mass.
1899	Willie Smith	315	Baltimore C. C.,
	George Low	326	Baltimore, Md.
	Val. Fitzjohn		
	W. H. Way		
1900	Harry Vardon	313	Chicago Golf Club,
	J. H. Taylor	315	Wheaton Ill.
1901	Willie Anderson	331	Myopia Hunt Club
	Aleck Smith		Hamilton, Mass.
	Play-off—Anderson won by one stroke.		
1902	Lawrence Auchterlonie . .	307	Garden City Golf Club,
	Stewart Gardner	313	Garden City, L.I., N.Y.
	Water J. Travis*		
1903	Willie Anderson	307	Baltusrol Golf Club,
	David Brown		Springfield, N. J.
	Play-off—Anderson had 82 to Brown's 84		
1904	Willie Anderson	303	Glenview Club,
	Gilbert Nichols	308	Golf, Ill.
1905	Willie Anderson	314	Myopia Hunt Club,
	Aleck Smith	316	Hamilton, Mass.
1906	Aleck Smith	295	Onwentsia Club,
	Willie Smith	302	Lake Forest, Ill.
1907	Aleck Ross	302	Philadelphia Cricket
	Gilbert Nicholls	304	Club
1908	Fred McLeod	322	Myopia Hunt Club,
	Willie Smith		Hamilton, Mass.
	Play-off—McLeod won.		
1909	George Sargent	290	Englewood G. C.,
	Tom McNamara	294	Englewood, N. J.
1910	Aleck Smith	298	Philadelphia Cricket
	Macdonald Smith		Club
	J. J. McDermott		
	Play-off—A. Smith, 71; McDermott, 75; M. Smith, 77.		

A slight suspicion may destroy a good repute.

Yr.	Winner and Runner-up	Score	Where Played
1911	J. J. McDermott..... M. J. Brady..... George O. Simpson..... Play-off—McDermott, 80; Brady, 82; Simp- son, 86.	307	Chicago Golf Club, Wheaton, Ill.
1912	J. J. McDermott..... Tom McNamara.....	294 296	Buffalo C. C., Buffalo, N. Y.
1913	Francis Ouimet*..... Harry Vardon..... Edward Ray..... Play-off—Ouimet, 72; Vardon, 77, Ray, 78.	304	Country Club, Brookline, Mass.
1914	Walter C. Hagen..... Charles Evans, Jr.* ..	290 291	Midlothian C. C., Blue Island, Ill.
1915	Jerome D. Travers* .. Tom McNamara.....	297 298	Baltusrol G. C., Short Hills, N. J.
1916	Charles Evans, Jr.*..... Jock Hutchinson.....	286 288	Minikahda Club, Minneapolis, Minn.
1917	-1918—Not held.		
1919	Walter C. Hagen..... M. J. Brady..... Play-off—Hagen, 77; Brady, 78.	301	Brae-Burn C. C. West Newton, Mass.
1920	Ted Ray..... Leo Deigel..... Harry Vardon..... Jack Burke.....	295 296	Iverness C. C., Toledo, Ohio.

*Amateur.



A penny saved is a penny earned. Benjamin Frank-
lin had the right idea.

NATIONAL WOMEN CHAMPIONS

Yr.	Winner and Runner-up	Score	Where Played
1895	Mrs. C. S. Brown.....	132	Meadowbrook G. C., Reading, Mass.
1896	Miss Beatrix Hoyt..... Mrs. A. Turnure.....	2 and 1	Morris County G. C., Morristown, N. J.
1897	Miss Beatrix Hoyt..... Miss N. C. Sargent...	5 and 4	Essex Country Club, Manchester, Mass.
1898	Miss Beatrix Hoyt..... Miss Maud Wetmore	5 and 3	Ardley Club, Ardley, N. Y.
1899	Miss Ruth Underhill.... Miss Caleb F. Fox....	2 and 1	Philadelphia C. C., Bala, Philadelphia, Pa.
1900	Miss F. C. Griscom Miss Margaret Curtis	6 and 5	Shinnecock Hills, G. C., Shinnecock Hills, L. I.
1901	Miss Genevieve Hecker . Miss Lucy Herron....	5 and 3	Baltusrol Golf Club, Springfield, N. J.
1902	Miss Genevieve Hecker Miss L. A. Wells.....	4 and 3	Country Club, Brookline, Mass.
1903	Miss Bessie Anthony . Miss J. A. Carpenter..	7 and 6	Chicago Golf Club, Wheaton, Ill.
1904	Miss Georgiana Bishop Mrs. E. F. Sanford...	5 and 3	Merion Cricket Club, Haverford, Pa.
1905	Miss Pauline Mackay .. Miss Margaret Curtis	1 up	Morris County C. C., Convent, N. J.
1906	Miss Harriot S. Curtis.. Miss Molly Adams...	2 and 1	Brae Burn C. C., West Newton, Mass.
1907	Miss Margaret Curtis... Miss Harriot S. Curtis	7 and 6	Midlothian C. C., Blue Island, Ill.
1908	Miss Kate C. Harley... Mrs. T. H. Polhemus.	6 and 5	Chevy Chase Club, Washington, D. C.,
1909	Miss Dorothy Campbell. Mrs. Ron. H. Barlow.	3 and 2	Merion Cricket Club, Haverford, Pa.
1910	Miss Dorothy Campbell Mrs. G. M. Martin...	2 and 1	Homewood C. C., Flossmoor, Ill.
1911	Miss Margaret Curtis... Miss Lillian Hyde....	5 and 3	Baltusrol G. C., Springfield, N. J.
1912	Miss Margaret Curtis... Mrs. Ron. H. Barlow	3 and 2	Essex County Club, Manchester, Mass.
1913	Miss G. Ravenscroft.... Miss Marion Hollins	2 up	Wilmington C. C., Wilmington, Del.
1914	Mrs. H. Arnold Jackson Miss E. V. Rosenthal	1 up	Nassau C. C., Glen Cove, L. I., N. Y.
1915	Mrs. C. H. Vanderbeck . Mrs. W. A. Gavin....	3 and 2	Onwentsia Club, Lake Forest, Ill.
1916	Miss Alexa Stirling..... Miss Mildred Caverly	2 and 1	Belmont Spring C. C., Waverly, Mass.
1917	-1918—Not held.		
1919	Miss Alexa Stirling..... Mrs. W. A. Gavin....	6 and 5	Shawnee C. C., Shawnee-on-Del., Pa.
1920	Miss Alexa Stirling..... Mrs J. B. Hurd.....	4 and 3	Mayfield C. C., Cleveland, Ohio

Only that which is honestly got is gain.

CHAPTER IX

RULES OF GOLF

DEFINITIONS

Side.

1. A "side" consists either of one player or of two players. If one player play against another, the match is called "a single". If two play against two, each side playing one ball, the match is called "a foursome". If one play against two, playing one ball between them, the match is called "a threesome".

Advice.

2. "Advice" is any counsel or suggestion which could influence a player in determining the line of play, in the choice of a club, or in the method of making a stroke. A player may ask any one to indicate the line to the hole before the shot is played. (R. & A.)

Course.

3. The "course" is the whole area within which play is permitted; more particularly, it is the ground between the holes which is specially prepared for play.

Teeing-Ground.

4. The "teeing-ground" is the starting place for a hole. The front of each teeing-ground shall be indicated by two marks placed in a line as nearly as possible at right angles to the line of play, and the teeing-ground shall include a rectangular space of the depth of two club lengths directly behind the line indicated by the two marks.

Through the Green.

5. "Through the green" is all ground on which play is permitted, except hazards and the putting-green of the hole that is being played.

Hazard.

6. A "hazard" is any bunker, water (except casual water,) ditch (unless accepted by Local Rule), bush, sand, path, or road. Sand blown on to the grass, or sprinkled on the course for its preservation, bare patches, sheep tracks, snow, and ice are not hazards. Heather is not a hazard. (R. & A.)

Bent is not a hazard. (R. & A.)

Long grass is not a hazard unless within the boundaries of a hazard. (R. & A.)

A "bunker" is a depression in the ground where the natural soil is exposed, and sometimes top dressed with softer soil or sand. It is the duty of the authorities in charge of the golf course to define its hazards by Local Rules. (R. & A.)

The end of wealth is the beginning of repentance.

Casual Water.

7. "Casual water" is any temporary accumulation of water (whether caused by rainfall, flooding, or otherwise) which is not one of the ordinary and recognized hazards of the course. The definition of "water" in the term, "casual water" is any water which interferes with the lie of the ball or the stance of the player. (R. & A.)

Out of Bounds.

8. "Out of bounds" is all ground on which play is prohibited.

Ball, when Out of Bounds.

9. A ball is "out of bounds" when the greater part of it lies within a prohibited area.

Putting-Green.

10. The "putting-green" is all ground, except hazards, within twenty yards of the hole.

Hole.

11. The hole shall be $4\frac{1}{4}$ in. in diameter, and at least 4 in. deep. If a metal lining be used, it shall be sunk below the lip of the hole, and its outer diameter shall not exceed $4\frac{1}{4}$ in.

Loose Impediments.

12. The term "loose impediments" denotes any obstructions not fixed or growing, and includes dung, worm-casts, molehills, snow and ice.

Loose stones are "loose impediments." (R. & A.)

Rocks embedded in the ground come under the head of "things fixed." Rule 15. (R. & A.)

A sand box placed at a teeing-ground is a "loose impediment". (R. & A.)

A live worm is a "loose impediment" and may be lifted. (R. & A.)

Stroke.

13. A "stroke" is the forward movement of the club made with the intention of striking the ball, or any contact between the head of the club and the ball, resulting in movement of the ball, except in case of a ball accidentally knocked off a tee (Rule 2 [1].)

If a ball leaves its original position when the player has taken his stance in addressing the ball and moves in the slightest degree and does not merely oscillate, it has moved, and the movement constitutes a stroke, not a penalty stroke. (R. & A.)

Penalty Stroke.

14. A "penalty stroke" is a stroke added to the score of a side under certain rules, and does not affect the rotation of play.

Honour.

15. The side which plays off first from a teeing-ground is said to have the "honour".

A good conscience is a choice companion.

Teeing.

16. In "teeing", the ball may be placed on the ground, or on sand or other substance, in order to raise it off the ground. There is no specified method of placing a ball, and the player is at liberty to drop it. (R. & A.)

Addressing the Ball.

17. A player has "addressed the ball" when he has taken his stance and grounded his club, or, if in a hazard, when he has taken his stance preparatory to striking at the ball.

In Play.

18. A ball is "in play" as soon as the player has made a stroke at a teeing-ground, and it remains in play until holed out, except when lifted in accordance with the rules.

Ball Deemed to Move.

19. A ball is deemed to "move" if it leave its original position in the least degree; but it is not considered to "move" if it merely oscillate and come to rest in its original position.

Ball, Lost.

20. A ball is "lost" if it be not found within five minutes after the search for it has begun.

Terms Used in Reckoning Game.

21. The reckoning of strokes is kept by the terms, "the odd", "two more", "three more", etc., and "one off three", "one off two", "the like".

The reckoning of holes is kept by the terms—so many "holes up" or, "all even", and so many "to play".

A side is said to be "dormie" when it is as many holes up as there are holes remaining to be played.

22. An "umpire" decides questions of fact; a "referee" decides questions of Golfing Law.

Professional Definition.

A Professional Golfer is one, who after attaining the age of sixteen years, has

(a) Carried Clubs for hire.

(b) Received any consideration, either directly or indirectly, for playing or for teaching the game, or for playing in a match or tournament.

(c) Played for a money prize in any competition.

Note:—The U. S. G. A. Executive Committee shall have the right of declaring ineligible to compete in the Open Tournaments under its jurisdiction, anyone who, in its opinion has acted in a manner detrimental to the best interests or to the spirit of the game.

If wisdom's ways you wisely seek, five things observe with care,

Of whom you speak, to whom you speak, and how, and when, and where.

Amateur Definition.

An Amateur Golfer is one who, after attaining the age of sixteen years, has not

(a) Carried Clubs for hire.

(b) Received any consideration, either directly or indirectly, for playing or for teaching the game, or for playing in a match or tournament.

Note:—The U. S. G. A. Executive Committee shall have the right of declaring ineligible to compete in any Amateur Tournament under its jurisdiction any amateur who in its opinion has received any consideration because of his skill at the game, or who has acted in a manner detrimental to the best interests or to the spirit of the game.

Forfeiture of Amateur Standing.

1. Lending one's name or likeness for the advertisement or sale of anything except as a dealer, manufacturer or inventor thereof in the usual course of business.

2. Permitting one's name to be advertised or published for pay as the author of books or articles on golf of which one is not actually the author.

Reinstatement.

The Professional holds an advantage over the Amateur by reason of having devoted himself to the game as his profession. He does not lose this advantage merely by deciding no longer to earn money by playing or teaching golf.

Every application for re-instatement shall be considered on its own merits, as it is impossible to lay down hard and fast rules that would be just in all cases.

In considering applications for re-instatement the following principles shall be observed:—

(1) A player may not be re-instated more than once.

(2) Any applicant for re-instatement must have acted so as to come within the definition of an Amateur Golfer for a period of three consecutive years immediately preceding the date of application.

(3) A player who has acted for five years or more so as not to come within the definition of an Amateur Golfer shall not be eligible for re-instatement.

Any Club can elect Professionals to its membership and this does not affect either the status of those professionals or the Amateur status of other members.

Many find fault without any end,
And yet do nothing at all to mend.

GENERAL AND THROUGH THE GREEN

RULE 1

Mode of Play.

1. The Game of Golf is played by two sides, each playing its own ball, with clubs made in conformity with the directions laid down in the clause on the "Form and Make of Golf Clubs".

The game consists in each side playing a ball from a teeing-ground into a hole by successive strokes. The hole is won by the side which holes its ball in fewer strokes than the opposing side, except as otherwise provided for in the Rules.

The hole is halved if both sides hole out in the same number of strokes.

Conditions of Match.

2. A match consists of one round of the course, unless it be otherwise agreed. A match is won by the side which is leading by a number of holes greater than the number of holes remaining to be played.

A match is halved if each side win the same number of holes.

Priority on the Course.

Matches constituted of singles, threesomes, or foursomes shall have precedence of and be entitled to pass any other kind of match.

A single player has no standing, and shall always give way to a match of any kind.

Any match playing a whole round shall be entitled to pass a match playing a shorter round.

If a match fail to keep its place on the green, and lose in distance more than one clear hole on the players in front, it may be passed, on request being made.

Two players playing a single ball are treated as a single player. (R. & A.)

RULE 2

On the Teeing-Ground.

1. A match begins by each side playing a ball from the first teeing-ground.

A ball played from outside the limits of the teeing-ground may be at once recalled by the opposing side, and may be re-teeed without penalty.

If a ball, when not in play, fall off a tee, or be knocked off a tee by the player in addressing it, it may be re-teeed without penalty; if the ball be struck when so moving, no penalty shall be incurred.

In Stroke Competition, if a competitor play his first stroke from outside the limits of the teeing-ground, he shall count that stroke, tee and ball, and play his second stroke from within the limits. The penalty for a breach of this Rule shall be disqualification. (R. & A.)

A flow of words is no proof of wisdom.

The Honour.

2. The option of taking the honour at the first teeing-ground shall, if necessary, be decided by lot.

A ball played by a player when his opponent should have had the honour may be at once recalled by the opposing side, and may be re-teed without penalty.

The side which wins a hole shall take the honour at the next teeing-ground. If a hole has been halved, the side which had the honour at the previous teeing-ground shall retain it.

On beginning a new match, the winner of the long match in the previous round shall take the honour; if the previous long match was halved, the side which last won a hole shall take the honour.

RULE 3

Order of Play in Threesome and Foursome.

In a threesome or foursome the partners shall strike off alternately from the teeing-grounds, and shall strike alternately during the play of each hole.

If a player play when his partner should have played, his side shall lose the hole.

In Stroke Competition, violation of this Rule is disqualification. (R. & A.)

In Match Play, loss of the hole. (R. & A.)

A penalty stroke does not affect the rotation of play. (R. & A.)

RULE 4

Asking Advice.

1. A player may not ask for nor willingly receive advice from any one except his own caddie, his partner or his partner's caddie.

An exception to this Rule is that any one can indicate the line to the hole. (R. & A.)

In Stroke Competition the penalty is disqualification. (R. & A.)

In Match Play the penalty is the loss of the hole. (R. & A.)

Information as to Strokes Played.

2. A player is entitled at any time during the play of a hole to ascertain from his opponent the number of strokes the latter has played; if the opponent give wrong information as to the number of strokes he has played, he shall lose the hole unless he correct his mistake before the player has played another stroke.

Advice from Forecaddie.

3. A player may employ a forecaddie, but may not receive advice from him.

In Match Play the penalty for a breach of this Rule shall be the loss of the hole.

In Stroke Competition the penalty for a breach of this Rule shall be disqualification.

He knows much who knows how to hold his tongue.

Indicating Line of Play.

4. When playing through the green, or from a hazard, a player may have the line to the hole indicated to him, but no mark shall be placed, nor shall any one stand on the proposed line, in order to indicate it, while the stroke is being made.

The penalty for a breach of this Rule shall be the loss of the hole in Match Play.

The penalty for a breach of this Rule in Stroke Competition shall be the loss of two strokes.

RULE 5

Ball to be Fairly Struck At.

The ball must be fairly struck at with the head of the club, not pushed, scraped nor spooned.

The penalty for a breach of this Rule shall be the loss of the hole in Match Play.

The penalty for a breach of this Rule in Stroke Competition shall be two strokes.

RULE 6

Ball May Be Lifted.

A ball may be lifted from any place on the course under penalty of stroke and distance. If a player lift a ball in accordance with this rule he shall play his next stroke as nearly as possible at the spot from which the ball was played.

If the ball so lifted was played from the teeing ground the player may tee a ball for his next stroke; in every other case the ball must be dropped.

RULE 7

The Ball Farther from Hole Played First.

When the balls are in play, the ball farther from the hole shall be played first. Through the green, or in a hazard, if a player play when his opponent should have played, the opponent may at once recall the stroke. A ball so recalled shall be dropped as near as possible to the place where it lay, without penalty.

For teeing-ground, see Rule 2 (2); for putting-green, see Rule 31 (2).

RULE 8

How to Drop a Ball.

A ball shall be dropped in the following manner:

The player himself shall drop it. He shall face the hole, stand erect, and drop the ball behind him over his shoulder.

The penalty for a breach of this Rule shall be the loss of the hole in Match Play and the loss of two strokes in Stroke Competition.

If, in the act of dropping, the ball touch the player, he shall incur no penalty, and, if it roll into a hazard, the player may re-drop the ball without penalty.

A boaster and a fool are two of a school.

RULE 9

Ball not to be Touched except in Addressing, for Identification.

1. A ball in play may not be touched before the hole is played out, except as provided for in the Rules.

The penalty for a breach of this Rule shall be one stroke in Match or Stroke Competition.

The player may, without penalty, touch his ball with his club in the act of addressing it, provided he does not move the ball. A ball in play may, with the opponent's consent, be lifted for the purpose of identification, but it must be carefully replaced.

If in searching for a ball a player or his caddie move it, the penalty is the loss of one stroke in Match or Stroke Play. (R. & A.)

Ball Moved by Opponent's Ball.

2. If the player's ball move the opponent's ball through the green, or in a hazard, the opponent, if he choose, may drop a ball, without penalty, as near as possible to the place where his ball lay, but this must be done before another stroke is played by either side.

RULE 10

Removal of Irregularities of Surface.

In playing through the green, irregularities of surface which could in any way affect the player's stroke shall not be removed nor pressed down by the player, his partner or either of their caddies; a player is, however, always entitled to place his feet firmly on the ground when taking his stance.

The penalty for a breach of this Rule shall be the loss of the hole in Match Play, and the loss of two strokes in Stroke Competition.

RULE 11

Removal of Obstructions.

Any flag-stick, guide-flag, movable guide-post, wheelbarrow, tool, roller, grass-cutter, box, vehicle or similar obstruction may be removed. A ball moved in removing such an obstruction shall be replaced without penalty. A ball lying on or touching such an obstruction, or lying on or touching clothes, or nets, or ground under repair or covered up or opened for the purpose of the upkeep of the course, or lying in one of the holes, or in a guide-flag hole, or in a hole made by the greenkeeper, may be lifted and dropped without penalty as near as possible to the place where it lay, but not nearer to the hole. A ball lifted in a hazard under such circumstances shall be dropped in the hazard.

If a ball lie on or within a club's length of a drain-cover, water-pipe or hydrant, located on the

A fault confessed is half redressed.

course, it may be lifted and dropped without penalty, as near as possible to the place where it lay, but not nearer the hole—as near as possible shall mean “within a club’s length”. If it be impossible for want of space or other cause for a player to drop the ball in conformity with this interpretation, he shall place the ball as nearly as possible within the limits laid down in this interpretation, but not nearer the hole. (U. S. G. A.)

A pile or mound of cut grass resulting from the mowing of the course or any other material piled for removal is considered to be upkeep. A ball lodging in or lying on such an obstruction may be lifted and dropped without penalty. (U. S. G. A.)

RULE 12

Removal of Loose Impediments.

1. Any loose impediment lying within a club’s length of the ball and not being in or touching a hazard may be removed without penalty; if the ball move after any such loose impediment has been touched by the player, his partner, or either of their caddies, the player shall be deemed to have caused the ball to move and the penalty shall be one stroke in both Match and Stroke Competition.

2. A loose impediment lying more than a club’s length from the ball may not be moved under penalty of the loss of the hole in Match Play and the loss of two strokes in Stroke Competition, unless the loose impediment lie on the putting-green. (See Rule 28 [1].)

Ball Accidentally Moved.

3. When a ball is in play, if a player, or his partner, or either of their caddies, accidentally move his or their ball, or by touching anything cause it to move, the penalty shall be one stroke in both Match and Stroke Competition.

Ball Moving after Grounded.

4. If a ball in play move after the player has grounded his club in the act of addressing it, or, if a ball in play being in a hazard move after the player has taken his stance to play it, he shall be deemed to have caused it to move, and the penalty shall be one stroke in both Match and Stroke Competition.

Note: If the player has lifted a loose impediment, see Rules 12 (1) and 28 (1), and the ball has not moved until the player has grounded his club, he shall only be deemed to have caused the ball to move under Section 4 of this Rule, and the penalty shall be one stroke in both Match and Stroke Competition.

The best physicians are Dr. Diet, Dr. Work and Dr. Recreation.

A mole-hill or mole-track may be removed from the fair green in any way which will not unnecessarily interfere with the surface of the green. (U. S. G. A.)

RULE 13

Playing a Moving Ball.

A player shall not play while his ball is moving, under the penalty of the loss of the hole in Match Play and the loss of two strokes in Stroke Competition, except in the case of a teed ball (Rule 14), or a ball in water (Rule 26).

When the ball only begins to move while the player is making his backward or forward swing, he shall incur no penalty under this Rule, but he is not exempted from the provisions of Rule 12 (1), or Rule 28 (1), and of Rule 12 (3) and (4).

RULE 14

Striking Ball Twice.

If a player, when making a stroke, in both Match and Stroke Competition, strike the ball twice, the penalty shall be one stroke, but he shall incur no further penalty by reason of his having played while his ball was moving.

RULE 15

Moving or Bending Fixed or Growing Objects.

Before striking at a ball in play, a player shall not move, bend, nor break anything fixed or growing, except so far as is necessary to enable him fairly to take his stance in addressing the ball, or in making his backward or forward swing. The club may only be grounded lightly, and not pressed on the ground.

The penalty for a breach of this Rule shall be the loss of the hole in Match Play, and the loss of two strokes in Stroke Competition. A player may take a practice swing or swings after the ball is in play more than a club's length from the ball. (U. S. G. A.)

In grounding a club, a player may only ground his club lightly. Drawing it back and forward across the line of play is illegal and entails a penalty of the loss of the hole in Match Play and a penalty of two strokes in Stroke Competition.

Undue pressure in grounding a club entails a like penalty. (R. & A.)

RULE 16

Balls within a Club Length of Each Other.

When the balls lie within a club length of each other through the green or in a hazard, the ball lying nearer to the hole may, at the option of either the player or the opponent, be lifted until the other ball is played, and shall then be replaced as near as possible to the place where it lay.

A tattler is worse than a thief.

1. If either ball be accidentally moved in complying with this Rule, no penalty shall be incurred, and the ball so moved shall be replaced.

If the lie of the lifted ball be altered in playing the other ball, the lifted ball may be placed as near as possible to the place where it lay and in a lie similar to that which it originally occupied.

RULE 17

Moving Ball Stopped.

1. If a ball in motion be stopped or deflected by any agency outside the match, or by a forecaddie, it is a rub of the green, and the ball shall be played from the spot where it lies.

The penalty for a breach of this Rule shall be the less of the hole in Match Play, and the loss of two strokes in Stroke Competition.

Ball Lodging in Anything Moving.

2. If a ball lodge in anything moving, a ball shall be dropped, or if on the putting-green, placed, as near as possible to the place where the object was when the ball lodged in it, without penalty.

The penalty for a breach of this Rule shall be the loss of the hole in Match Play, and the loss of two strokes in Stroke Competition.

Ball at Rest Displaced by Outside Agency.

3. If a ball at rest be displaced by any agency outside the match, except wind, the player shall drop a ball as near as possible to the place where it lay, without penalty; and if the ball be displaced on the putting-green, it shall be replaced without penalty.

The penalty for a breach of this Rule shall be the loss of the hole in Match Play, and the loss of two strokes in Stroke Competition.

RULE 18

Ball Interfered with by an Opponent, etc.

If a player's ball, when in motion, be interfered with in any way by an opponent, or his caddie, or his clubs, the opponent's side shall lose the hole.

Note: If a player's ball, when at rest, be moved by an opponent, or his caddie or his clubs, the opponent's side shall lose the hole, except as provided for in Rules 9 (2), 16, 22 (3), 31 (1), 32 (2), and 33.

RULE 19

Ball Striking Player, etc.

If a player's ball strike, or be stopped by himself, or his partner, or either of their caddies or their clubs, his side shall lose the hole in Match Play, and the loss of one stroke in Stroke Competition except as provided for in Stroke 13 (1).

RULE 20

Playing Opponent's Ball.

1. If a player play the opponent's ball, his side

shall lose the hole in Match Play unless:

(a) The opponent then play the player's ball, in which case the penalty is cancelled in Match Play, and the hole shall be played out with the balls thus exchanged.

(b) The mistake occur through wrong information given by an opponent or his caddie, in which case there shall be no penalty in Match Play; if the mistake be discovered before the opponent has played, it shall be rectified by dropping a ball as near as possible to the place where the opponent's ball lay.

In Stroke Competition, if a Competitor play a stroke with a ball other than his own, he shall incur no penalty, provided that he then plays his own ball; but if he plays two consecutive strokes with a wrong ball, he shall be disqualified.

In a hazard, if a Competitor play more than one stroke with a ball other than his own, and the mistake be discovered before he has played a stroke with the wrong ball from outside the limits of the hazard, he shall incur no penalty, provided he then plays his own ball. The penalty for a breach of this Rule shall be disqualification. (See Rule 8, Rules for play in Stroke Competition.)

On the putting-green the ball shall be replaced.

Playing Ball outside the Match.

2. If a player in Match Play plays a stroke with the ball of any one not engaged in the match, and the mistake be discovered and intimated to his opponent before his opponent has played his next stroke, there shall be no penalty; if the mistake be not discovered and so intimated until after the opponent has played his next stroke, the player's side shall lose the hole.

RULE 21

Ball Lost.

If a ball be lost, except in water, casual water or out of bounds, the players shall return as nearly as possible to the spot from which the ball was played and drop another ball, with a penalty of one stroke. If the lost ball be played from the teeing-ground the player may tee a ball for his next stroke.

Note: A provisional ball may be played.

RULE 22

Looking for Ball in Bent, etc.

1. If a ball lie in fog, bent, bushes, long grass, or the like, only so much thereof shall be touched as will enable the player to find his ball.

The penalty for a breach of this Rule shall be the loss of a stroke in both Match Play and Stroke Competition.

Better late than never; still better, never late.

In Sand.

2. If a ball be completely covered by sand, only so much thereof may be removed as will enable the player to see the top of the ball; if the ball be touched in removing the sand, no penalty shall be incurred.

The penalty for a breach of this Rule shall be the loss of the hole in Match Play, and the loss of two strokes in Stroke Competition.

Accidentally Moved by Opponent in Search.

3. If a player or his caddie when searching for an opponent's ball accidentally touch or move it, no penalty shall be incurred, and the ball, if moved, shall be replaced.

The penalty for a breach of this Rule shall be the loss of the hole in Match Play, and the loss of two strokes in Stroke Competition.

RULE 23

Ball Out of Bounds.

1. If a ball lie out of bounds, the player shall play his next stroke as nearly as possible at the spot from which the ball which is out of bounds was played under penalty of stroke and distance. If the ball was played out of bounds from the teeing-ground the player may tee a ball for his next stroke, in every other case the ball shall be dropped.

The penalty for a breach of this Rule shall be the loss of the hole in Match Play and disqualification in Stroke Competition.

If it is doubtful that a ball be out of bounds, the player who played it is not entitled to presume that it is out of bounds until he has made a search of five minutes for it. Meanwhile his opponent may make a search of five minutes for the ball within bounds, and if the ball is not found within that time, the player who struck the ball shall be given the benefit of the doubt, and the ball shall be considered "out of bounds".

2. In the case of a Ball out of Bounds, permission be given for Clubs to alter this by a Local Rule, for distance only.

The above applies for medal play also.

Provisional Ball Played.

2. In order to save delay, if a player after making a stroke be doubtful whether his ball is out of bounds or not, he may at once play another ball as provided for in par. (1) of this Rule, but if it be discovered that the first ball is not out of bounds, it shall continue in play without penalty.

On reaching the place where the first ball is likely to be, if the player or his opponent be still in doubt, the player is not entitled to presume that

Better short of pence than short of sense.

the first ball is out of bounds till he has made a search of five minutes.

Ascertaining Location of Ball.

3. A player has the right at any time of ascertaining whether his opponent's ball is out of bounds or not, before his opponent can compel him to continue his play.

Standing Out of Bounds.

4. A player may stand out of bounds to play a ball lying within bounds.

RULE 24

Ball Unfit for Play.

If a ball split into separate pieces, another ball may be dropped where any piece lies. If a ball crack or become unfit for play, the player may change it on intimating to his opponent his intention to do so. Mud adhering to a ball shall not be considered as making it unfit for play.

Cleaning a ball when in play entails a penalty of disqualification in Stroke Competition and the loss of the hole in Match Play, except under special rulings of Local Rules by Committee in charge. (U. S. G. A.)

HAZARDS AND CASUAL WATER

RULE 25

Conditions of Play in Hazards.

When a ball lies in or touches a hazard, nothing shall be done which can in any way improve its lie; the club shall not touch the ground, nor shall anything be touched or moved, before the player strikes at the ball, subject to the following exceptions: (1) The player may place his feet firmly on the ground for the purpose of taking his stance; (2) in addressing the ball, or in the backward or forward swing, any grass, bent, bush, or other growing substance, or the side of a bunker, wall, paling, or other immovable obstacle may be touched; (3) steps or planks placed in a hazard by the Green Committee for access to or egress from such hazard, or any obstruction mentioned in Rule 11, may be removed, and if a ball be moved in so doing, it shall be replaced without penalty; (4) any loose impediment may be lifted from the putting-green; (5) the player shall be entitled to find his ball as provided for by Rule 22.

The penalty for a breach of this Rule shall be the loss of the hole, and the loss of two strokes in Stroke Competition. A recognized water hazard cannot be "out of bounds". (R. & A.)

A slip of the foot may be soon recovered but that of the tongue perhaps never.

RULE 26

Ball Moving in Water.

When a ball is in water, a player may, without penalty, strike at it while it is moving, but he must not delay to make his stroke in order to allow the wind or current to better the position of the ball, under penalty of the loss of the hole in Match Play, and the loss of two strokes in Stroke Competition.

RULE 27

Ball in Water Hazard.

Ball in Casual Water in Hazard.

1. If a ball lie or be lost in a recognized water hazard (whether the ball lie in water or not), or in casual water in a hazard, the player may drop a ball under penalty of one stroke in Match Play or Stroke Competition, either (a) behind the hazard, keeping the spot at which the ball crossed the margin of the hazard between himself and the hole, or (b) in the hazard, keeping the spot at which the ball entered the water between himself and the hole.

Ice on the putting-green or through the green is considered "casual water". (R. & A.)

Ball in Casual Water through the Green.

2. If a ball lie or be lost in casual water through the green, the player may drop a ball without penalty within two club lengths of the margin, as near as possible to the spot where the ball lay, but not nearer to the hole.

If a ball when dropped, roll into the water, it may be redropped without penalty.

Ball in Casual Water on the Putting-Green.

3. If a ball on the putting-green lie in casual water, or if casual water intervene between a ball lying on the putting-green and the hole, the ball may be played where it lies, or it may be lifted without penalty and placed by hand, either within two club lengths directly behind the spot from which the ball was lifted, or in the nearest position to that spot which is not nearer to the hole and which affords a putt to the hole without casual water intervening.

Water Interfering with Stance.

4. A ball lying so near to casual water that the water interferes with the player's stance may be treated as if it lay in casual water, under the preceding Section of this Rule.

Want of Space to Drop.

5. If it be impossible, from want of space in which to play, or from any other cause, for a player to drop a ball in conformity with Sections (1) and (2) of this Rule, or to place it in conformity with

Of two evils choose neither.

Section (3), he shall "drop" or "place" as nearly as possible within the limits laid down in these sections, but not nearer to the hole.

The penalty for a breach of this Rule shall be the loss of the hole in Match Play, and the loss of two strokes in Stroke Competition.

PUTTING-GREEN

RULE 28

Removal of Loose Impediments.

1. Any loose impediment may be lifted from the putting-green, irrespective of the position of the player's ball. If the player's ball, when on the putting-green, move, after any loose impediment lying within six inches of it has been touched by the player, his partner, or either of their caddies, the player shall be deemed to have caused it to move and the penalty shall be one stroke, in both Match Play and Stroke Competition.

Removal of Dung, etc.

2. Dung, worm-casts, snow and ice may be scraped aside with a club, but the club must not be laid with more than its own weight upon the ground, nor must anything be pressed down either with the club or in any other way.

The penalty for a breach of this Rule in Match Play is the loss of the hole, and in Stroke Competition the loss of two strokes. Under Rule 28 (1) the hand may in all cases be used to lift "Loose impediments". In the case of certain "Loose Impediments" specified in Rule 28 (2) it is also permissible to make use of a club in order to scrape them aside. As loose leaves are not among these impediments specified in Rule 28 (2), they must be lifted (R. & A.)

Touching Line to Putt.

3. The line of the putt must not be touched except by placing the club immediately in front of the ball in the act of addressing it, and as above authorized.

The penalty for a breach of this Rule shall be the loss of the hole in Match Play, and the loss of two strokes in Stroke Competition.

It is not permissible to touch the ground behind the hole in order to point out the line of a putt. (R. & A.)

RULE 29

Direction for Putting.

1. When the player's ball is on the putting-green, the player's caddie, his partner, or his partner's caddie may, before the stroke is played, point out

A good name is a sound inheritance.

the direction for putting, but in doing this they shall not touch the ground on the proposed line of the putt. No mark shall be placed anywhere on the putting-green.

The penalty for a breach of this Rule shall be the loss of the hole in Match Play, and the loss of two strokes in Stroke Competition.

Shielding Ball from Wind.

2. Any player or caddie engaged in the match play may stand at the hole, but no player or caddie shall endeavor, by moving or otherwise, to influence the action of the wind upon the ball.

A player is, however, always entitled to send his own caddie to stand at the hole while he plays his stroke.

Either side may refuse to allow a person who is not engaged in the match to stand at the hole.

The penalty for a breach of this Rule shall be the loss of the hole in Match Play, and the loss of two strokes in Stroke Competition.

RULE 30

Opponent's Ball to be at Rest.

When the player's ball lies on the putting-green, he shall not play until the opponent's ball is at rest.

The penalty for a breach of this Rule shall be the loss of the hole in Match Play, and the loss of two strokes in Stroke Competition.

RULE 31

Ball within Six Inches Lifted.

1. When the balls lie within six inches of each other on the putting-green (the distance to be measured from their nearest points), the ball lying nearer to the hole may, at the option of either the player or the opponent, be lifted until the other ball is played, and the lifted ball shall then be replaced as near as possible to the place where it lay.

If either ball be accidentally moved in complying with this Rule, no penalty shall be incurred, and the ball so moved shall be replaced.

Stymie.

When either ball is on the putting-green, the player may remove the opponents ball; the opponent shall then be deemed to have holed in his next stroke.

Playing Out of Turn.

2. On the putting-green, if a player play when his opponent should have played, the stroke may be at once recalled by the opponent, and the ball replaced.

Casual Water.

Note: For a ball which is displaced on a putting-green, see Rule 17 (2) and (3). For a player playing the opponent's ball on the putting-green, see Rule 20 (1). For casual water on a putting-green, see Rule 27 (3).

RULE 32

Removal of Flag-stick.

1. Either side is entitled to have the flag-stick removed when approaching the hole; if a player's ball strike the flag-stick, which has been so removed by himself, or his partner, or either of their caddies, his side shall lose the hole in Match Play, and the loss of two strokes in Stroke Competition.

If the ball rest against the flag-stick which is in the hole, the player shall be entitled to remove the flag-stick, and, if the ball fall into the hole, the player shall be deemed to have holed out at his last stroke.

In Stroke Competition when a ball lying within twenty yards of the hole is played and strikes, or is stopped by the flag-stick or the person standing at the hole, the penalty shall be two strokes. (R. & A.)

Displacing and Replacing of Balls.

2. If the player's ball knock the opponent's ball into the hole, the opponent shall be deemed to have holed out at his last stroke.

If the player's ball move the opponent's ball, the opponent, if he choose, may replace it, but this must be done before another stroke is played by either side.

If the player's ball stop on the spot formerly occupied by the opponent's ball, and the opponent declare his intention to replace his ball, the player shall first play another stroke after which the opponent shall replace and play his ball.

See Rule 13, Rules for Stroke Competitions, for penalty in Stroke Competitions.

Ball on Lip of Hole.

3. If the player has holed out and the opponent then plays to the lip of the hole, the player may not knock the ball away, but the opponent, if asked, shall play his next stroke without delay. The penalty for a breach of this Rule shall be the loss of the hole.

If the opponent's ball lie on the lip of the hole, the player, after holing out, may knock the ball away, claiming the hole if holing at the like, and the half if holing at the odd, provided that the player's ball does not strike the opponent's ball and set it in motion; if the player neglect to knock away the opponent's ball, and it fall into the hole, the opponent shall be deemed to have holed out at his last stroke.

RULE 33

Penalty of Loss of Hole Qualified by Half Previously Gained.

When a player has holed out and his opponent has been left with a stroke for the half, nothing

that the player who has holed out can do shall deprive him of the half which he has already gained.

GENERAL PENALTY

RULE 34

Loss of the Hole.

Where no penalty for the breach of a Rule is stated, the penalty shall be the loss of the hole.

DISPUTES

RULE 35

Duties of Umpire or Referee.

An umpire or referee (see definition 22), when appointed, shall take cognizance of any breach of rule that he may observe, whether he be appealed to on the point or not.

RULE 36

Claims, When and How Made.

If a dispute arise on any point, a claim must be made before the players strike off from the next teeing-ground or, in the case of the last hole of the round, before they leave the putting-green. If no umpire or referee has been appointed, the players have the right of determining to whom the point shall be referred, but should they not agree, either side may have it referred officially through the secretary of the club, to the Executive Committee of the United States Golf Association, whose decision shall be final. If the point in dispute be not covered by the Rules of Golf, the arbiters shall decide it by equity.

If the players have agreed to an umpire or referee, they must abide by his decision.

RECOMMENDATIONS FOR LOCAL RULES

Special Hazards or Conditions.

When necessary, local rules should be made for such obstructions as rushes, trees, hedges, fixed seats, fences, gates, railways, and walls, for such difficulties as rabbit scrapes, hoof marks and other damage caused to the course by animals, for such local conditions as the existence of mud which may be held to interfere with the proper playing of the game and for the penalty to be imposed in the case of a ball which lies out of bounds.

Ball: When Dropped, When Placed.

When a ball is lifted under a local rule, as in the case of a ball lifted from a putting-green other than that of the hole, which is being played, the Rules

He bears misery best that hides it most.

of Golf Committee recommends that if it is to be played from "through the green" it should be dropped; if it is to be played on the putting-green of the hole that is being played, it should be placed.

FORM AND MAKE OF GOLF CLUBS

The United States Golf Association will not sanction any substantial departure from the traditional and accepted form and make of golf clubs, which, in its opinion, consists of a plain shaft and a head which does not contain any mechanical contrivance, such as springs. It also regards as illegal the use of such clubs as those of the mallet-headed type, or such clubs as have the neck so bent as to produce a similar effect.

The shaft of a putter may be fixed at the heel or at any other point in the head.

The term mallet-headed, as above used, when applied to putters does not embrace putters of the so-called Schenectady type. (U. S. G. A.)

WEIGHT OF BALL

The weight of the ball shall be not greater than 1.62 ounces and the size not less than 1.62 inches in diameter. The Rules of Golf Committee and the Executive Committee of the United States Golf Association will take whatever steps they think necessary to limit the power of the ball with regard to distance, should any ball of greater power be introduced.

SPECIAL RULES FOR MATCH PLAY COMPETITIONS

RULE 1

On the putting-green, if the competitor whose ball is the nearer to the hole play first, his ball shall be at once replaced.

The penalty for a breach of this rule shall be the disqualification of both competitors.

RULE 2

A competitor shall not waive any penalty incurred by his opponent, under penalty of the loss of the hole.

RULE 3

Competitors shall not agree to exclude the operation of any Rule, or Local Rule, under penalty of disqualification.

The Rules of Golf Committee recommends that players should not concede putts to their opponents.

The Executive Committee of the United States Golf

The sooner the better, delay is a fetter.

Association recommends that in Match Play, singles, three-fourths of the difference between the handicaps be allowed, and that in Match Play, foursomes, three-eighths of the difference of the combined handicaps be allowed.

RULES FOR THREE-BALL, BEST BALL, AND FOUR-BALL MATCHES

DEFINITIONS

1. When three players play against each other, each playing his own ball, the match is called a three-ball match.
2. When one player plays his ball against the best ball of two or more players, the match is called a best ball match.
3. When two players play their better ball against the better ball of two other players, the match is called a four-ball match.

GENERAL

RULE 1

Any player may have any ball in the match lifted or played, at the option of its owner, if he consider that it might interfere with or be of assistance to a player or side, but this should only be done before the player has played his stroke.

RULE 2

If a player's ball move any other ball in the match, the moved ball must be replaced as near as possible to the spot where it lay, without penalty.

The penalty for a breach of this rule is the loss of the hole in Match Play and disqualification in Stroke Competition.

RULE 3

Through the green a player shall incur no penalty for playing when an opponent should have done so, and the stroke shall not be recalled.

On the putting-green the stroke may be recalled by an opponent, but no penalty shall be incurred.

THREE-BALL MATCHES

RULE 4

During a three-ball match if no player is entitled at a teeing-ground to claim the honour from both opponents, the same order of striking shall be followed as at the last teeing-ground.

RULE 5

In a three-ball match, if a player's ball strike, or be stopped, or moved by an opponent or an opponent's

Add pence to pence for wealth comes hence.

caddie, or clubs, that opponent shall lose the hole to the player. As regards the other opponent the occurrence shall be treated as a rub of the green.

BEST BALL AND FOUR-BALL MATCHES

RULE 6

Balls belonging to the same side may be played in the order the side deems best.

RULE 7

If a player's ball strike, or be stopped, or moved by an opponent or an opponent's caddie, or clubs, the opponent's side shall lose the hole in Match Play.

In Stroke Competition it is a rub of the green, and the ball shall be played from where it lies except as provided for in Stroke Rule 13 (1). See Stroke Rule 10 (1).

RULE 8

If a player's ball (the player being one of a side) strike or be stopped by himself, or his partner, or either of their caddies or clubs, only that player shall be disqualified for that hole.

RULE 9

If a player play a stroke with his partner's ball, and the mistake be discovered and intimated to the other side before an opponent has played another stroke, the player shall be disqualified for that hole, and his partner shall drop a ball as near as possible to the spot from which his ball was played, without penalty. If the mistake be not discovered till after the opponent has played a stroke, the player's side shall lose the hole in Match Play and the player who violated this rule shall be disqualified for that hole in Stroke Competition.

RULE 10

In all other cases where a player would by the Rules of Golf incur the loss of the hole, he shall be disqualified for that hole, but the disqualification shall not apply to his partner.

SPECIAL RULES FOR STROKE COMPETITIONS

RULES FOR THE CONDUCT OF STROKE COMPETITIONS

Committee Defined.

Wherever the word Committee is used in these Rules, it refers to the Committee in charge of the Competition.

Fretting mends no broken dishes
Brings us none of all our wishes.

RULE 1

The Winner.

1. In Stroke Competitions the competitor who holes the stipulated round or rounds in the fewest strokes shall be the winner.

The Rules of Golf Committee is of opinion that it is hardly possible to play Match and Score Play at the same time in a satisfactory manner, or without infringing Rules. (R. & A.)

Order of Play.

2. Competitors shall play in couples; if from any cause there be a single competitor, the Committee shall either provide him with a player who shall mark for him, or select a marker for him and allow him to compete alone. The order and times of starting should, when possible, be determined by ballot.

Stroke Rule 1 (2) does not permit more than two competitors to play together. (R. & A.)

Order of Starting.

3. Competitors should strike off from the first tee in the order in which their names appear upon the starting list. Thereafter the honour should be taken as in match play, but if a competitor by mistake play out of turn, no penalty shall be incurred, and the stroke cannot be recalled.

RULE 2

Not to Discontinue Play in Bad Weather.

1. Competitors shall start in the order and at the times arranged by the Committee. They shall not discontinue play nor delay to start on account of bad weather, or for any other reason whatever, except such as the Committee may consider satisfactory.

The penalty for a breach of this Rule shall be disqualification.

Course Unplayable.

2. If the Committee consider that the course is not in a playable condition, or that insufficient light renders the proper playing of the game impossible, it shall at any time have power to declare the day's play null and void.

RULE 3

Ties, How and When Decided.

If the lowest scores be made by two or more competitors, the tie or ties shall be decided by another round to be played on the same day; but if the Committee determine that this is inexpedient or impossible, it shall appoint a day and time for the decision of the tie or ties.

Should an uneven number of competitors tie, their names shall be drawn by ballot and placed upon a

What smarts, teaches.

list; the competitors shall then play in couples in the order in which their names appear. The single competitor shall be provided for by the Committee, either under Rule 1 (2), or by allowing three competitors to play together, if their unanimous consent has been obtained.

RULE 4

New Holes.

1. New holes should be made on the day on which Stroke Competitions begin.

Practice on Day of Competition.

2. On the day of the competition, before starting, no competitor shall play on, or on to, any of the putting-greens, nor shall he intentionally play at any hole of the stipulated round which is within his reach, under penalty of disqualification.

When a Competition is continued on two or more days, competitors who practice on the second or following days cannot be deemed to have infringed Stroke Rule 4 (2), which refers to play "before starting." (R. & A.)

RULE 5

The Scores, How Kept.

1. The score for each hole shall be kept by a marker or by each competitor noting the other's score. Should more than one marker keep a score, each shall sign the part of the score for which he is responsible. The scores should be called out after each hole. On completion of the stipulated round, the card shall be signed by the person who has marked it, and the competitor shall see that it is handed in as soon as reasonably possible. The penalty for a breach of this Rule shall be disqualification.

Scoring cards should be issued with the date and the player's name entered on the card.

A caddie cannot be considered a "marker." Under urgent and exceptional conditions, however, the Committee may alter this interpretation. (R. & A.)

Marking and Addition of Scores.

2. Competitors must satisfy themselves before the cards are handed in that the scores for each hole are correctly marked, as no alteration can be made on any card after it has been returned. If it be found that a competitor has returned a score lower than that actually played, he shall be disqualified. For the additions of the scores marked the Committee shall be responsible.

Committee to Decide Doubtful Penalties.

1. If, on the completion of the stipulated round, a player is doubtful whether he has incurred a penalty at any hole, he may enclose his scoring card with

Leave tomorrow till tomorrow.

a written statement of the circumstances to the Committee, who shall decide what penalty, if any, has been incurred.

RULES FOR PLAY IN STROKE COMPETITIONS

RULE 6

Advice.

A competitor shall not ask for, nor willingly receive, advice from any one except his caddie.

The penalty for a breach of this Rule shall be disqualification.

RULE 7

Order of Starting—the Honour.

1. Competitors should strike off from the first teeing-ground in the order in which their names appear upon the starting list. Thereafter the honour shall be taken as in match play, but if a competitor, by mistake, play out of turn, no penalty shall be incurred, and the stroke cannot be recalled.

Playing Outside Limits of Teeing-Ground.

2. If at any hole a competitor play his first stroke from outside the limits of the teeing-ground, he shall count that stroke, tee a ball, and play his second stroke from within these limits.

The penalty for a breach of this Rule shall be disqualification.

RULE 8

Must Hole Out with Own Ball.

1. A competitor must hole out with his own ball at every hole. The penalty for a breach of this Rule shall be disqualification.

Playing Two Consecutive Strokes with Wrong Ball.

2. If a competitor play a stroke with a ball other than his own he shall incur no penalty, provided he then play his own ball; but if he play two consecutive strokes with a wrong ball, he shall be disqualified.

Exception in Hazards.

3. In a hazard if a competitor play more than one stroke with a ball other than his own, and the mistake be discovered before he has played a stroke with the wrong ball from outside the limits of the hazard, he shall incur no penalty, provided he then play his own ball. The penalty for a breach of this Rule shall be disqualification.

RULE 9

Ball Striking the Player.

If a competitor's ball strike or be stopped by himself, his clubs or his caddie, the penalty shall be one stroke, except as provided for in Stroke Rule 13 (1).

Lose no chance of giving pleasure.

RULE 10

Ball Striking or Moved by Another Competitor.

1. If a competitor's ball strike or be stopped by another competitor, or his clubs, or his caddie, it is a rub of the green, and the ball shall be played from where it lies, except as provided for in Stroke Rule 13 (1). If a competitor's ball which is at rest be accidentally moved by another competitor, or his caddie, or his clubs, or his ball, or any outside agency except wind, it shall be replaced as near as possible to the spot where it lay.

The penalty for a breach of this Rule shall be disqualification.

Allowed to Lift Another Competitor's Ball.

2. A competitor may have any other player's ball played or lifted, at the option of its owner, if he finds that it interferes with his play.

RULE 11

Lifting Ball under Stroke and Distance Penalty.

1. A ball may be lifted from any place on the course under penalty of stroke and distance. If a player lift a ball in accordance with this rule he shall play his next stroke as nearly as possible at the spot from which the ball was played.

If the ball so lifted was played from the teeing ground the player may tee a ball for his next stroke; in every other case the ball must be dropped.

2. The penalty for a breach of these Rules shall be the loss of the hole in match play and disqualification in Stroke Competition.

Lifting for Identification.

2. For the purpose of identification, a competitor may at any time lift and carefully replace his ball in the presence of the player with whom he is competing.

The penalty for a breach of this section of the Rule shall be one stroke.

RULE 12

Ball Lost.

If a ball be lost, except in water, casual water or out of bounds, the players shall return as nearly as possible to the spot from which the ball was played and drop another ball, with a penalty of one stroke. If the lost ball be played from the teeing-ground the player may tee a ball for his next stroke.

Note: A provisional ball may be played.

(Under this Rule a ball shall only be considered lost, when it has not been found after a search of five minutes.)

It is usual to frame Local Rules for Special Haz-

A little explained, a little endured,
A little forgiven, the quarrel is cured.

ards in the following way, viz.: "If a ball lie or be lost in, etc." or to treat the hazard as "out of bounds". (R. & A.)

RULE 13

Play within Twenty Yards of Hole Ball Striking Flag-stick, etc.

1. When a competitor's ball lying within twenty yards of the hole is played and strikes or is stopped by the flag-stick or the person standing at the hole, the penalty shall be two strokes.

Neglect on the part of the person standing at the hole does not exempt the Competitor from incurring the penalty. (R. & A.)

Ball Striking Fellow-Competitor's Ball.

2. When both balls are on the putting-green, if a competitor's ball strike the ball of the player with whom he is competing, the competitor shall incur a penalty of one stroke, and the ball which was struck shall be at once replaced; see Stroke Rule 10 (1).

Nearer Ball May be Lifted.

3. The competitor whose ball is the farther from the hole may have the ball which is nearer to the hole lifted or played at the option of its owner. If the latter refuse to comply with this Rule when requested to do so, he shall be disqualified.

Ball Nearer Hole of Assistance to Player.

4. If the competitor whose ball is the nearer to the hole consider that his ball might be of assistance to the player with whom he is competing, he should lift it or play first.

Ball Lifted when Player's Ball is in Motion.

5. If the competitor whose ball is the nearer to the hole lift his ball while the player's ball is in motion, he shall incur a penalty of one stroke.

Ball Lifted before Holed Out.

6. If a competitor or his caddie pick up his ball from the putting-green before it is holed out (except as provided for above), he shall, before he has struck off from the next tee, or, in the case of the last hole on the ground, before he has left the putting-green, be permitted to replace the ball under penalty of two strokes.

RULE 14

General Penalty.

Where in the Rules of Golf the penalty for the breach of any Rule is the loss of the hole, in Stroke Competitions the penalty shall be the loss of two strokes, except where otherwise provided for in these Special Rules.

RULE 15

General Rule.

The Rules of Golf, so far as they are not at va-

Persuasion is better than force.

riance with these Special Rules, shall apply to Stroke Competitions.

RULE 16

Disputes, How Decided.

If a dispute arise on any point it shall be decided by the Committee, whose decision shall be final, unless an appeal be made to the Executive Committee, as provided for in Rule 36.

RULES FOR BOGEY COMPETITIONS

A Bogey Competition is a series of Stroke Competitions in which play is against a fixed score at each hole of the stipulated round or rounds, and the winner is the competitor who is most successful in the aggregate of these competitions. The rules for Stroke Competitions shall apply with the following exceptions:

1. Any hole for which a competitor makes no return shall be regarded as a loss. The marker shall only be responsible for the marking of the correct number of strokes at each hole at which a competitor makes a score either equal to or less than the fixed score.

2. Any breach of rule which entails the penalty of disqualification shall only disqualify the competitor for the hole at which the breach occurred; but a competitor shall not be exempted from the general disqualification imposed by Stroke Rules 2 (1), 4 (2), and 5 (1) and (2).

Note: A scale showing the handicap allowance and indicating the holes at which strokes are to be given or taken shall be printed on the back of every scoring card.

The United States Golf Association recommends that clubs continue to follow the custom of allowing each competitor three-quarters of his full handicap.

U. S. G. A. PAR DISTANCES

Holes up to 225 yards.....	Par is 3
Holes from 226 to 425 yards.....	Par is 4
Holes from 426 to 600 yards.....	Par is 5
Holes 601 yards and upwards.....	Par is 6

Never speak ill of your neighbor. If you cannot say a good word then keep silent.



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When you obey your superior, you instruct your inferior.

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It is good for a man that he bear the yoke in his youth.

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Use not today what tomorrow will need.

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Nothing is so foolish or wretched as to anticipate misfortune.

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The references with an asterisk (*) apply to Rules for Stroke Competitions.

A little each day is much in a year.

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The references with an asterisk (*) apply to Rules for Stroke Competitions.	

Know how sublime a thing it is to suffer and be strong.

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Little strokes fell great oaks.

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The references with an asterisk (*) apply to Rules for Stroke Competitions.	

One today is worth two tomorrows.

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The references with an asterisk (*) apply to Rules for Stroke Competitions.	

By losing present time we lose all time.

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The references with an asterisk (*) apply to Rules for Stroke Competitions.

Questions

1. Can a player who is about to play in a competition, practice putting at any of greens?
2. What are the two white discs on the tee for?
3. What is the "out of bounds" rule?
4. If the player has to drop a ball, how is it done?
5. What is your player penalized if he plays his opponent's ball by mistake?
6. What is the penalty if the caddie moves the ball even accidentally?
7. What is the penalty for ball going into water hazard?
8. What is the rule in regard to a ball that is unplayable?
9. Explain the Stymie rule?
10. In medal play what is the penalty if your golfer plays from within 20 yards of the hole and strikes the pin?

Fire begins with little sparks, crime begins with evil thoughts.



CHAPTER X

MEANING OF TERMS USED IN GOLF

Addressing the ball — The player's method of standing and of handling the club preparatory to striking the ball.

All even—The position or result of a match in which neither side has gained the advantage.

Approach—The stroke by which a player endeavors to play his ball onto the putting-green.

Away—Ball to be played first.

Back-Spin—A reversed spin to the ball which will tend to give it a dead stop when it alights.

Baff—To strike the ground with the sole of the club head in playing and so send the ball in the air.

Baffy—Wooden club with short shaft and lofted face. Formerly in use as an approaching club.

Bent—Coarse, wiry grass found on sea-side courses.

Bogey or colonel—A method of scoring by holes against an imaginary opponent. The number of strokes the holes should be made in without seri-

Be truly what thou would be thought to be.

ous mistakes. Considered good golf.
Blind Hole—Hazard—One in which the putting green is not visible to the player as the shot is played. A blind hazard is one hidden from view.

Bisque—A point taken by the receiver of odds at any period during the game, at his option.

Birdie—One under par for a hole.

Bone or Horn—A piece of ram's horn, celluloid, wood, fibre, metal or other substance inserted in the sole of wooden clubs to protect the lower edge of the face.

Borrow—When a putt requires to be played across sloping ground, the player must borrow or play the ball a little up the slope so that the slope will cause the ball to return towards the hole.

Brassie—Long shafted wooden club with brass sole.

Break-club—A stone or any other obstacle lying near the ball which might break or injure the club in the act of striking.

Bulger—A convex faced club.

Bunker—Originally a natural sand hole on the golf course. Its use is now ex-

Cleanliness is a fine life preserver.

tended to almost any kind of hazard.
Bye—The holes remaining after the long match is finished.

Caddie—The person who watches the player's ball, carries the player's clubs. He should be capable of advising the player should the player ask for advice.

Carry—The distance which a ball travels from the club-face to the spot where it first alights on the ground.

Cleek—A club with long shaft and iron head, used for distance.

Course—The space within the limits of which the game is played.

Cup—Usually means the hole in the putting-green.

Cuppy lie—Means any indentation on the course in which the ball might lodge.

Cut—To put right hand or backward spin on the ball so as to check its rolling forward after it falls.

Dead—A ball is said to be dead when it lies so near the hole that the putt is a certainty. A ball is said to fall dead when it does not run after alighting.

Direction Flag—Used on some courses

Be always as cheerful as ever you can
For few will delight in a sorrowful man.

on long holes to mark the line to the cup. Usually placed 200 yards from the tee.

Divot—The piece of turf cut out by a player in making his stroke, which should always be replaced by the caddy.

Dormy—One side is said to be dormy when it has as many holes ahead as there remain holes to be played.

Down—A player is said to be down when his opponent has one or more holes more than he has.

Draw—To draw widely to the left also called Hook or Pull.

Driver—The wooden club used in playing the longest strokes.

Duff—To waste the strength of the stroke by hitting the ground behind the ball; only travels a short distance.

Eagle—Two under par for a hole.

Face—The hitting surface of the club head.

Flat—A club is said to be flat when its head is at a very obtuse angle to the shaft.

Flag—The upright standard inserted in the hole on the putting green. Some-

If you won't do better today you'll do worse tomorrow.

times has a small banner attached to upper part.

Fog—Moss, also thick rank grass.

Follow-Through—The continuation of the swing of the club after the ball has been struck.

Foozle—Any thoroughly bad stroke, short of missing the ball altogether.

Fore—The word shouted by the golfer who is about to strike, in order to give warning to parties in front.

Fore-caddie—A person employed to go in advance of the players (usually only in important matches) to watch where the balls alight.

Foursome—A match in which four persons play. Two against the other two.

Full-shot—A shot played with a full swing and intended to travel as far as possible.

Gobble—A putt played too hard at the hole but which nevertheless goes in.

Grassed—A club is said to be grassed when the face is spooned or sloped backwards; wooden clubs only.

Green—First the whole links or course. Second, the putting green within twenty yards of the hole.

A little leak will sink a great ship.

Grief—When a player has played his ball into a hazard, he is said to be in grief.

Grip—The part of the handle of club that is covered with leather. Second, the grasp itself.

Gutty—The old style golf-ball that was made of gutta-percha.

Half-one—A handicap of a stroke deducted every second hole.

Half-shot—Less than full swing.

Halved—A hole is halved when each side takes the same number of strokes. A match is halved when both sides have won the same number of holes or have proved equal.

Hanging Lie—A ball which lies on a downward slope in the direction in which it has been driven.

Hazard—A general term for bunkers, long grass, roads, water, mole-hill or other bad ground.

Head—The lowest part of the club. It possesses a "sole"; a "heel"; a "toe or nose"; a "neck" and a "face".

Heel—The part of the head nearest the shaft. Second, to hit the ball with the heel of the club and send ball to the right.

A short cut is often a wrong cut.

Hole—First the four and one quarter inch metal rimmed cup in the putting green. Second, the whole space from the tee to the green.

Hole-high—A ball is said to be hole high when it has been played as far as the hole but not necessarily onto the putting-green.

Honour—The right to play off first from the tee.

Hook—See Draw. Hook in a club refers to the face when the head is placed flat on the ground, lying in to the ball and thus having a tendency to pull.

Home—A ball is said to be home when it is played onto the putting green from a distance.

Horn—See Bone.

Hose—The socket in iron headed clubs into which the shaft fits.

Jerk—To play a ball so that the club head strikes into the ground after hitting the ball.

Lie—First the inclination of a club when held on the ground in the natural position for striking. Second, the situation of a ball, good or bad.

A person who does nothing never has time to do anything.

Lift—To lift a ball is to take it out of a hazard and drop it or tee it in conformity with the rules.

Like—To play the like at a given hole is to play a stroke which equalizes the number played by the opposite side.

Like-as-we-lie—When both sides have played the same number of strokes.

Links—The ground on which the game is played.

Loft—To cause the ball to rise in the air.

Lofter—An iron club with face set well back for lofting the ball.

Long-Game—Driving and distance play.

Long-Odds—A golfer has to play the long odds when he has to play a stroke more than his opponent who is much nearer the hole.

Mashie—An iron club which has considerable pitch to the face, used for approaching.

Match—First the sides playing against each other; second, the game itself.

Match-play—Reckoning the score by holes.

Medal-play—Reckoning the score by strokes.

He who repeats the ill he hears of another is the true slanderer.

Miss-the-globe—To fail to strike the ball either by swinging right over the top of it or by hitting the ground behind. It is counted a stroke.

Nassau—Best score out; best score in; best score on the match.

Neck—The curved part of the head next to the shaft.

Niblick—An iron club with heavy round head, deep face; used to play out of bunkers, hazards and bad lies.

Nose—The end of the head farthest from the shaft.

Odds—To play the odds at a hole is to play one stroke more than the opposite side.

One-off-two, One-off-three, etc.—When the opposite side has played two or three strokes more, the other side plays one off two or one off three as the case may be.

Out-of-bounds—That part of course on which play is not allowed.

Par—The par of a hole or a round is the total number of strokes which should be required for them without mistakes. Excellent golf.

Pin—See Flag.

Press—To put an extra amount of force

All are not thieves that dogs bark at.

in the swing.

Pull—Similar to Draw and Hook.

Putt—To play strokes near the hole on the putting-green.

Putter—An upright club used for putting.

Putty—An old style golf ball made of composition.

Putting-green—The prepared ground around the hole.

Quarter-shot—A stroke played with a quarter swing.

Rim-the-cup—A ball which goes to the hole, circles the rim of the cup but does not go in.

Rind—A strip of cloth under the leather, to thicken the grip.

Round—A term used to describe a game over the whole course.

Rub-of-the-green — Whatever happens to a ball in motion such as its being deflected or stopped by any agency outside the match or by a fore-caddie, is a rub-of-the-green and the ball must be played from where it lies.

Run—First the distance the ball travels after alighting on the ground, second, to make the ball travel along the ground instead of lofting it.

He who handles pitch besmears himself.

- Scare—The part of the club where the head and shaft are joined.
- Sclaff—To scrape the surface of the ground with the sole of the club before striking the ball.
- Scruff—Slightly raising the grass in striking.
- Scratch-Player—One who does not receive any handicap allowance.
- Set—The player's equipment of clubs.
- Shaft—The handle of the club.
- Slice—To hit the ball with a draw across it from right to left with the result that it flies to the right.
- Sole—The flat bottom of the club-head.
- Short-Game—Approaching and putting.
- Socket—The part of the head of a club into which the shaft is fitted.
- Spoon—Wooden club, similar to Brassie but with more loft.
- Spring—The suppleness of the club shaft.
- Stance—The position of a player's feet in playing a stroke.
- Steal—A long Putt holed unexpectedly.
- Staff-Standard—See Flag.
- Square—When both sides are even.
- Stymie—A stymie occurs on the putting-green when one of the balls lies

A promise attended to is a debt settled.

directly in front of the other on a line to the hole and are more than six inches apart.

Swing—The sweep of the club in striking the ball.

Swipe—A full stroke.

Tee—The pat of sand on which the ball is placed for the first stroke on each hole.

Teeing Ground—A space marked out within the limits of which the ball must be played.

Third—A handicap of one stroke given at every third hole.

Threesome—One playing his own ball against two playing one ball.

Toe—Another name for nose of the club.

Top—To top the ball is to hit it above its centre.

Two-more, Three-more, etc.—To play two more is to play two strokes more than one's opponent. Similarly with three more, etc. See "odds".

Undercut—To hit the ball by baffling or otherwise so that it rises high in the air and owing to the spin of the ball it will not roll after alighting.

Foot firm and faith fast,
Stand still till storm past.

Upright—A club is said to be upright when its head is not at a very obtuse angle to the shaft. The converse of flat.

Up—A player is said to be up, when he has gained one or more holes on his opponent.

Whins—Furze or gorse.

Whipping—The twine with which the club-head and shaft are bound together.

Wrist Shot—A short stroke played with the wrists.

Questions

1. What is a bunker?
2. What is meant by the word "dormie"?
3. What is meant by a hole being "halved"?
4. Explain "like as we lie"?
5. Define "nassau"?
6. What is "par"?
7. Explain "rub of the green"?
8. What is meant by "stance"?
9. Explain what "addressing the ball" means?
10. What is the difference between match play and medal play?

He who saves in little things can be liberal in great ones.

CONCLUSION

In conclusion a brief summary can be made by comparing caddie service with salesmanship. We'll say a salesman selling a widely advertised brand of goods, that the people want. Such a salesman's goal is to outsell all the other salesmen and get his name at the top of the sales list each month. In caddie service you are selling something that the golfer clamors for. They want service and it is up to you to put your service over in such a way that you outsell all of the other caddies and put your name at the top of the service rating lists each month.

Your selling points are to prove to the golfer that you know your duties thoroughly; that you are intensely interested in his game; that your behavior is always up to standard and that you are neat and clean and presentable at all times.

Ability, Interest, Behavior, Appearance

There is at the present time a general plan of caddie welfare spreading over the United States.

The plan calls for a development of

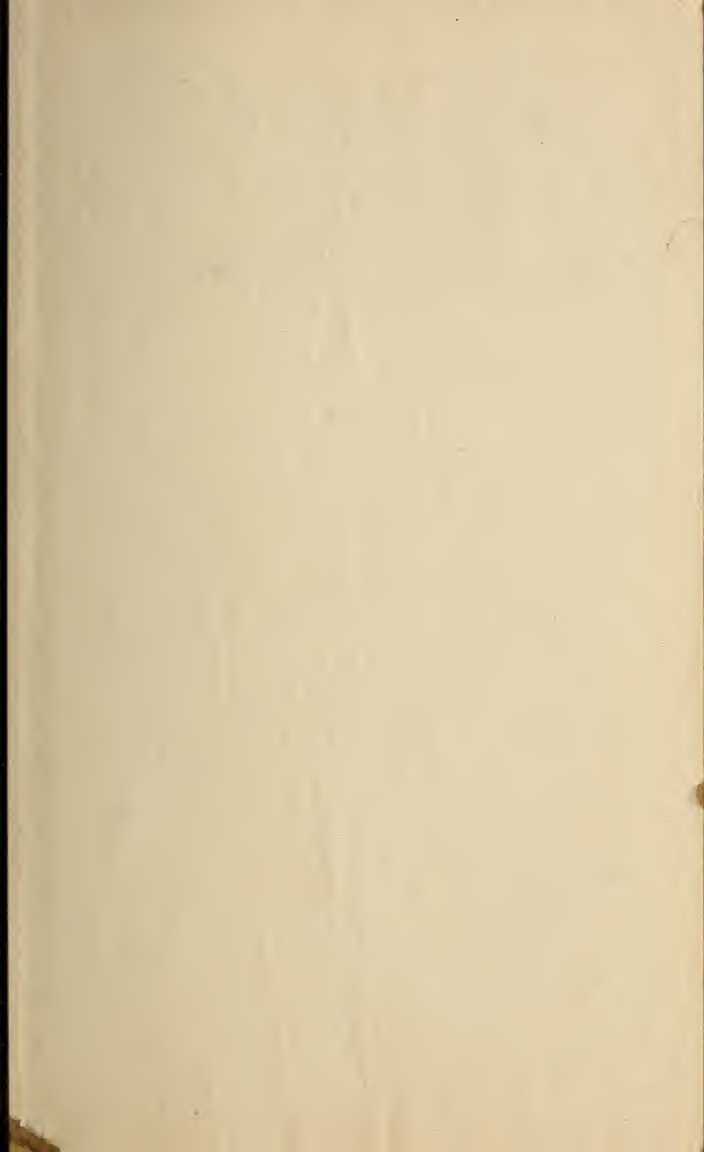
Do not put off until tomorrow what you can do today.

player-interest in the caddie, providing quarters for the boys, making service conditions more agreeable, providing recreation field, encouraging athletics of all kinds with proper equipment.

Perhaps this movement has already reached your club and you have already begun to feel the benefit but whether it has taken in your club or not you should do your part by making a firm resolution right now to do your share in improving the service so that the members may feel justified and no doubt anxious to do their part in improving your own personal welfare.

Hitch your wagon to a star
Hold your seat and there you are.





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